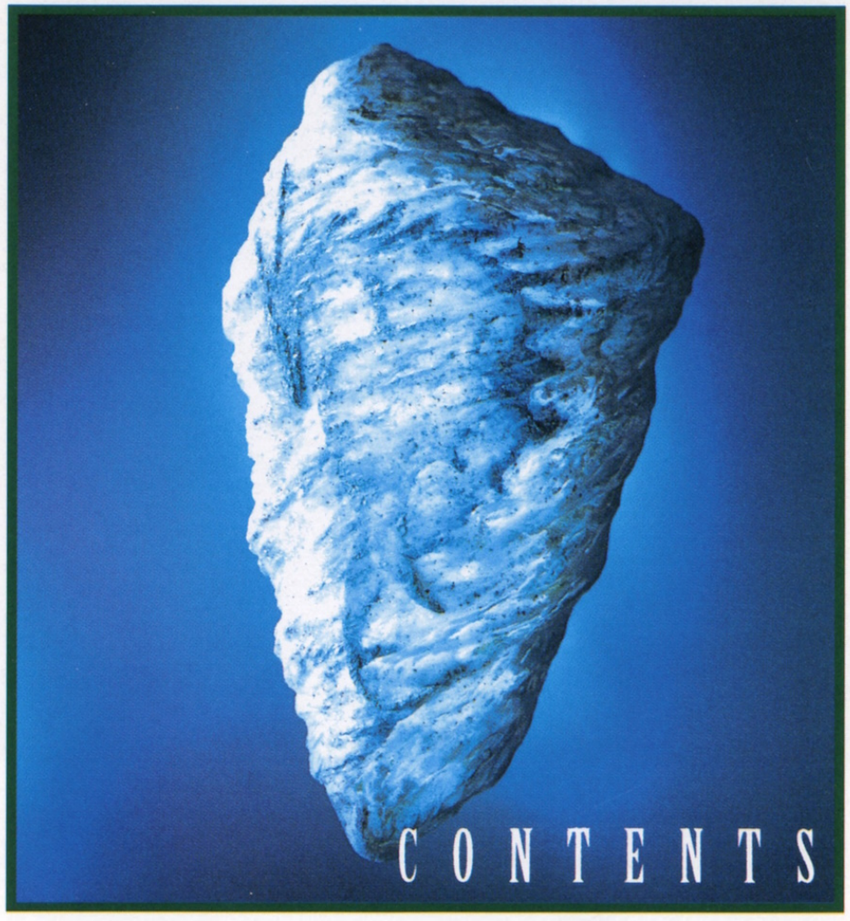
せいけんでんせつ

聖剣伝説3

SQUARESOFT

せいけんでんせつ 聖剣伝説®3



Seiken Densetsu 3

Thank you very much for purchasing Square's Super Famicom game Mana Sword Legend 3. In order to enjoy the diverse action and surprising story, please read this instruction manual carefully before use, including how to use the game and requests for use. Please also keep this instruction manual in a safe place.

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PROLOGUE

Long ago, when the world was still shrouded in darkness, the Goddess of Mana defeated the eight Divine Beasts, the incarnations of the eight disasters that threatened to destroy the world, with the Sword of Mana and sealed them away within eight keystones.

Thus the darkness passed away and the world was created.

The Mana Goddess transformed into a tree and fell asleep, and many years passed...

With each of their thoughts hidden in their hearts,

However, conflicts arose among those who plotted to once again release the divine beasts from the eight keystones, gain powers surpassing even those of the gods, and take the world for themselves.

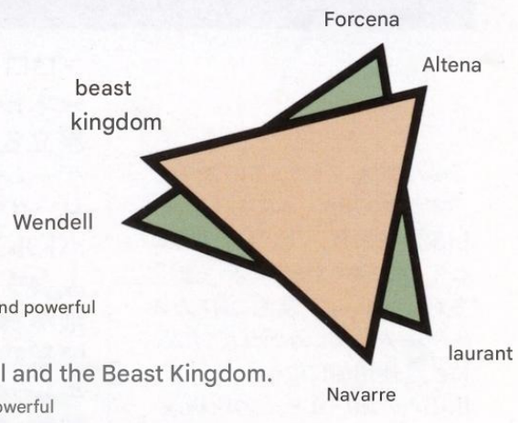
The peace has come to an end...

Mana was disappearing from the earth at a rapid pace, and the Mana Trees began to wither...

Now, six young people set off on a journey...

The world of Seiken Densetsu 3

TRIANGLE STORY



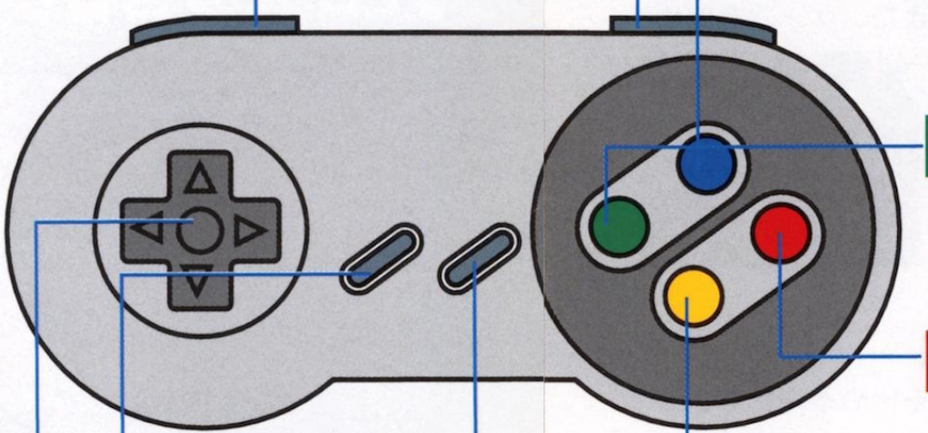
In the world of Mana, there are conflicts between neutral and powerful nations, such as Forsena and Altena, Roland and Navarre, and Wendell and the Beast Kingdom. These three combinations of neutral and powerful nations form a triangle that shapes the world. Therefore, the story will unfold differently depending on which country your character belongs to when you start your adventure.

Basic operation method

Here we will explain how to use the basic operations.

Controller parts and operation

This section introduces the names of each part of the controller and how to operate them. For details on how to operate the controller, please refer to the following pages.



cross button

Character and cursor movement

Use it to move the character, switch menu screens, select commands, etc.

select button

Leader decision

Each time the button is pressed, the player can change the character they are controlling.

start button

Calling the warehouse screen and turning on/off the 2 controller operation

Pressing this button outside of battle will bring up the storage screen. Also, pressing the start button on one side of the two controllers will split the party into two, allowing for two-player play.

*If the character controlled by controller 2 disappears off the screen during two-player play, control will be temporarily turned off, but the character will automatically return to the character controlled by controller 1, and control will become available again.

Ⓛ/ⓇButton

Temporary companion manipulation

You can change the character you are controlling by holding down the button. If you have a party of three, you will use the Ⓛ and Ⓡ buttons, and if you have a party of two, you will use the Ⓡ button.

× button

ring command call

Show ring commands.

Ⓨ Button

Menu screen call

Display the menu screen.

Ⓐ Button

Attack/Conversation/Decision

You can use various commands and attack with weapons.
You also use this button to talk to people and open treasure chests.

B button

Special Move/Dash/Cancel

Pressing it when the count is full will perform a special move. Also, pressing it at the same time as the D-pad while moving will allow you to dash. It is also used to cancel a command.

*The operations of each button are at the default settings.

How to leave and Game Over

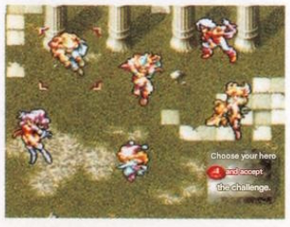
There are two ways to start the game: "Continue" and "New Game".

Embark on an unknown adventure

If you press any button during the opening screen, the following screen will be displayed. To start from the beginning, select "New Game", and to resume the game, select "Continue" with the D-pad and press the A button to confirm. In addition to starting the game, you can also configure "Sound Settings" (see page 9).

[New game]

If you are starting the game from the beginning, first select the three people who will make up your party. Use the directional pad to select a character, then press the A button to confirm. Next, the name input screen will be displayed, so enter a name using the information below as a guide. Select the remaining two people in the same way, and the game will begin. The character you first selected will be the protagonist of your adventure.



How to enter the name

Use the directional pad to select characters and the A button to confirm. Use the B button to cancel the characters you entered. Once you have decided on the name, move the cursor to the ▼ at the bottom right and confirm, or press the Start button. If you want to play the game with the default name, do not enter any characters and press the Start button.

[Continue]

You can continue the game from a previously saved file. Select "Continue", confirm, select the save file with the directional pad, and confirm with the A button. Press the B button to cancel.

How to save data

❶ Save at the inn

You can save at inns regardless of whether you're staying there or not. When asked if you want to save, select "Yes" and then choose the file to save your data to.

❷ Save at the Mana Statue

There are gold and silver goddess statues in various places, and you can save by pressing the A button in front of the statue. The gold goddess statue also has the power to fully restore everyone's HP and MP.

[Sound settings]

Sets the sound during the game. Select either "Stereo" or "Mono" and confirm. If you select "Stereo", then select "Wide" or "Normal" and confirm.

【game over

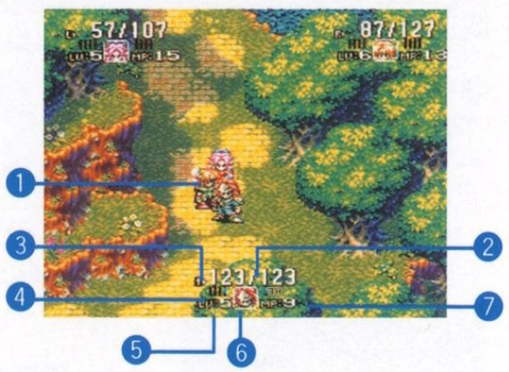
When the HP of all party members reaches 0, the game is over. Pressing button A or B will return you to the title screen. However, if even one party member survives, the fallen party member will be revived with 1 HP after the battle ends.

How to view the game screen

This section explains how to view and use the various menu screens.

The field screen where the adventure takes place

The field screen is where the party moves and fights. Various character data is displayed on this screen. Please refer to the following for details.



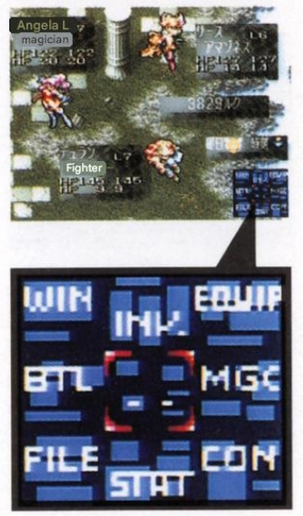
1. three characters
2. HP current value/maximum value
3. Controller number being operated (see column below)
4. Count (see page 19)
5. current level
6. Character display window
7. Current value of MP

How to view the screen when forming a party

In a two- or three-person party, the controller number for the controlled character (pictured above) will show "1" for controller 1, and the controller number for the non-controlled character will show L or R. Remember that these correspond to the buttons you press to make the non-controlled character's L or R display a ring (see page 17) or to temporarily control them. Also, in two-player games, the number for controller 2 is not displayed, so be sure to keep track of which character you are controlling at all times as you play.

Menu screen consisting of 9 screens

When you press a button during the game, a menu screen will appear where you can check your status, equip yourself, etc. This menu screen is divided into nine screens, which can be switched with the D-pad. In addition, a sub-screen will be displayed in the bottom left corner of each screen showing the layout of all the menus, so it is a good idea to use it when switching between screens. Please refer to the following for how to use each menu. To exit the menu screen, press Button B.



1 Menu initial screen

This is the first screen that appears when you call up the menu screen. In addition to your party's level, current class, current and maximum HP and MP, you can check your money, the day of the week, the time, etc. Also, if you press the A button on this screen, it will automatically switch to the STAT screen shown just below.

You can change the displayed character by pressing the select button.

Of the nine menus, six screens, "Menu Initial Screen", "INV.", "EQUIP", "BTL", "MGC" and "STAT", are menu screens that are related to characters. On these six screens, information about the controlled character is displayed first, but by pressing the SELECT button, you can display non-controlled characters. This is a good way to use when changing equipment, etc.

2 WIN [Change window]

You can change the background pattern and color of the message window. First, use the directional pad to select the desired background pattern from the eight window frames, then press the A button to confirm. A bar for adjusting the color will then be displayed, so adjust the "hue" and "brightness" using the up, down, left, and right arrows on the directional pad. Once you have finished setting, press the A button to confirm, and the message screen will be displayed with the window background pattern and color you have set here.

3 INV. [Exchange of owned items]

You can equip, exchange, or deposit weapons and armor you currently own. Use the left or right directional pad to select "Weapon," "Armor," "Helmet," "Ring," or "Shield," and press the A button to confirm. Three options will then be displayed: "Equip," "Exchange," "Storage." Select one of these three options and confirm. Details of each option are provided on the right page.

equipment

Switch to EQUIP screen

When you select "Equip", the screen will automatically switch to the EQUIP screen, where you can equip your equipment. It is a good idea to use this screen when you want to change your equipment after checking the weapons and armor you own. Please refer to the right for information on how to equip each weapon and armor.

exchange

Exchange of items

You can exchange weapons, armor, and items within your party. First, select "Exchange," then move the finger cursor that appears when you confirm to the item you want to exchange from, and press the A button to confirm. A new finger cursor will then appear, so this time move it to the item you want to exchange with, and press the A button to confirm.

warehouse

Leave unnecessary items behind

You can store items that you can no longer carry in the warehouse. Select "Warehouse" and confirm, then move the finger cursor over the item you want to store and press the A button to confirm. Once you have stored an item, you can press the start button outside of battle to call up the warehouse and retrieve it.

Remove items from the warehouse

After pressing the start button to call up the warehouse, first select the type of item with the left or right of the directional pad, then press the A button to confirm. A finger cursor will then appear, so select and confirm the items you currently own (you can also select "none") and the items in the warehouse, then swap or withdraw items.

4 EQUIP [Weapons and Armor Equipment]

You can change your equipment. First, press the A button to display the cursor on the list of weapons and armor currently equipped. Next, move the cursor to the weapon or armor you want to change and press the A button to confirm. This will move the cursor to a window that displays weapons and armor, including equipped items (marked with an "E" symbol) and unequipped items. Select the new weapon or armor you want to equip here and confirm, and your equipment will be complete.

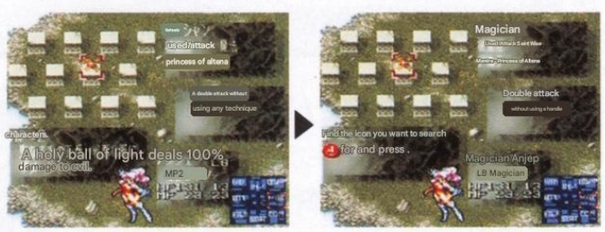
5 BTL [Attack Order]

You can set the battle behavior for each character. Use the A button to bring up the cursor, use the cross button to select the target monster, etc., and press the A button to confirm. After deciding on the target, etc., select and confirm whether you want to automatically use a special move when not in operation (select the name of the move you want to use at that level), or whether you want to use the Ⓛ and Ⓡ buttons yourself and then press the B button to use a special move (select None).

6 MGC [Check the acquired magic and its effects]

You can find out the effects of magic and special attacks you have already learned. First, press the A button to display the cursor. Use the directional pad to move the cursor to the magic or special attack you want to know the effect of, and press the A button to select it. A simple explanation will then be displayed.

Also, here we
easy to use
profile
will also show the
will be shown.



7 FILE [Check save file]

You can check the save status of your save files. However, this screen only allows you to check. You cannot save. Please refer to page 9 for information on how to save.

8 STAT [Check status]

In addition to detailed values for each character's ability scores and parameters, you can also check the jobs they can take at the next class change, their current experience points, and the experience points required to level up. For details on each ability score, see the right, and for details on parameters, see page 23.

Offensive power
It affects the amount of damage you can inflict on enemies.

Defense power
Affects the amount of damage you receive from enemy attacks.

Evasion rate
Affects your chances of avoiding enemy attacks.

magic defense
Affects the amount of damage you receive from enemy magical attacks.

9 CON [Change operation button settings]

You can change the assignment of the operation buttons. First, press the A button to display a cursor, then use the directional pad to move it and select the operation button you want to change. Here, by directly inputting the desired button, the originally assigned button will be replaced with the newly assigned button (the desired button above). Select "End" and confirm to complete the setup.

ring command 4

Let me introduce them to you. The types of ring commands and how to operate them are displayed in a unique way.

3 types of ring commands

The unique ring commands in Secret of Mana can be displayed by pressing a button. The types are listed below.

item ring アイテムリング

This ring displays the items currently owned by the party. Items are shared by all party members, so no matter who summons the ring, the displayed contents will all be the same.

Magic/Special Attack Ring

This is a ring that can be displayed if you have learned magic or special attacks. Each character has their own unique ring, so you will need to change the display to a specific character's ring depending on your purpose (see the right page).

spirit ring

Unlike the two above, this is a special ring that cannot normally be opened. They will only appear when you need the help of fairies or spirits as you progress through your adventure, but it is up to you to decide which spirits to use.

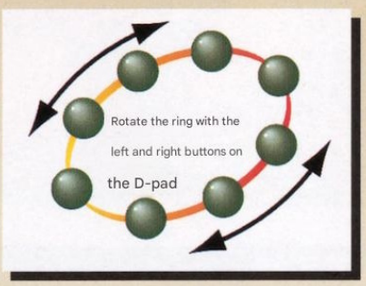
"How to use ring commands"

Here we will introduce how to rotate the ring, change the display to another ring, and move the ring to a companion. However, if there is no item or magic displayed on the ring, you will not be able to summon the ring.

How Ring Command Loops Work

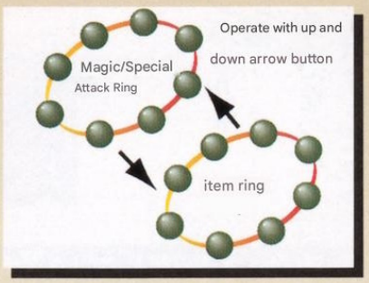
How to select within the ring

When using magic or items on the same ring, press left or right on the D-pad to rotate the ring and select a command, then press the A button to confirm.



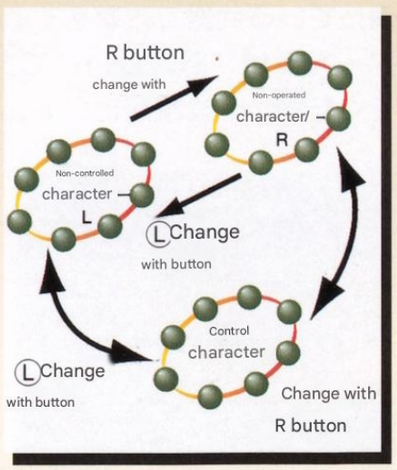
How to change to another ring

To switch from the item ring to the magic/special attack ring, or from the magic/special attack ring to the item ring, press up or down on the D-pad.



How to change the ring display to a different character

When you open the ring, the ring of the character you are controlling will open first. However, if you want to use the magic or special attack ring, you will need to change the ring to the ring of the character you want, since each character has their own ring. In this case, press the Ⓛ or Ⓡ button (see page 10) to change the character whose ring is displayed.



battle system

Attack enemies with new motion battles

When you encounter an enemy, you enter into a battle without switching screens. By adding auto-operation to the motion battle, anyone can easily enjoy realistic battles. Here, we will explain the characteristics of each attack method and how to operate it.

Here are some tips for combat. The new motion battle has become more thrilling.

Normal attack | Attack with equipped weapon

To attack with your equipped weapon, use the D-pad to control your character, approach the enemy, and press the A button at the right time. If your attack hits the enemy and deals a certain amount of damage, you will defeat it. Also, if you deal damage to an enemy with a weapon attack, a count will accumulate (see right), and when it reaches a certain value, you will be able to unleash a special move.

Special move | A variety of attacks using the count-up system

Each character has a powerful special move that can deal a lot of damage to enemies. These special moves can be used by accumulating a count. Below we will explain the process.

attack process

1 save count

The count will light up each time your weapon attack hits. First, let's build up the count until it turns green.

2 When the count is full, press B button

If you keep dealing damage, the count will accumulate and turn green. Now press the Ⓑ button.

2081

3 A powerful special move explodes

The above operation will unleash the special move. Note that even if you use a special move, if the attack misses, the count will not decrease.

Even more powerful special moves can be learned after class change.

By changing classes, you can use more powerful types of special moves. However, keep in mind that the count will be longer and you will have to charge up more. However, special moves learned in the previous class can be used with the same number of counts as before, without having to charge up to the maximum.

Magic & special attacks

Use learned magic and special attacks

Magic and special attacks with various effects are indispensable in battle.

All attacks appear on the same ring and are controlled exactly the same way.

attack process

1 open ring command

First, use the buttons to issue ring commands. Use the D-pad to change the ring to a magic or special attack ring, or the R button to change it to the character's ring.

2 Select magic or special attack

Once the ring is displayed, select the magic or special attack you want to use by pressing left or right on the directional pad, then confirm with the A button. If you don't need to select a target, the attack will be activated at this point.

3 Decide on the target audience

Depending on the type of magic or special attack, you may need to select the target. In that case, after performing the above steps, select the target with the D-pad and press the A button to confirm.

[Automatic operation and semi-automatic systems

In battle, there are two ways to control the game: manual control (see page 18), where the player moves the character and attacks enemies, and automatic control, where the character attacks enemies automatically. The semi-automatic system allows you to instantly switch between these two battle methods. If you use this system well, you will be able to fight more smoothly.

automatic system

Automatic operation allows you to automate all of the character control with the D-pad and the attack operation with the A button. To operate, simply hold down the A button during battle. At this time, the red letters "AT" will appear to the left of the character display window.
However, during automatic operation, you cannot use special moves, items, magic, or special attacks.

semi-automatic system

You can instantly switch between manual and automatic operation. This is a semi-automatic system. When in automatic operation, you can release the A button while holding it down to switch back to manual operation, and when in manual operation, you can hold down the A button to switch back to automatic operation. It's a good idea to start by fighting with automatic operation, and then switch to manual when you want to use special moves, items, magic, or special attacks.

Treasure chest where roulette appears

When you defeat a monster and "WIN!" is displayed, there is a certain probability that a treasure chest will appear. When you open the treasure chest, you can usually obtain a number of items, but on rare occasions, the treasure chest may contain a roulette trap like the one shown below. To stop the roulette, press the A button.

spike
A spear will fly out of the ground and cause damage.

auger box
A treasure chest-shaped monster opens its mouth wide and attacks.

arrow
Spears will rain down and you will take damage.

smoke
You will take damage from the smoke coming out of the treasure chest.

bomb
A huge explosion occurs, damaging everyone.

Shinigami-kun
The Grim Reaper attacks with a large scythe.

kaiser mimic
A treasure chest-shaped monster will jump around and attack you.

stone
Rocks will fall from above and cause damage.

[Status abnormality received during battle

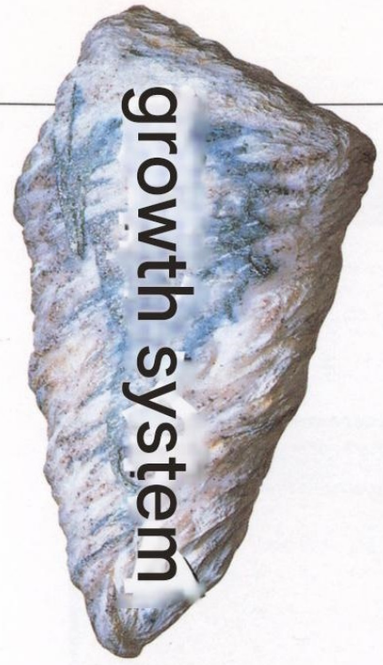
Just as the party can use magic and special attacks, monsters can also use similar attacks.

Such attacks can result in abnormal status effects. Here we will introduce the symptoms.

name	symptoms
silence	You will be unable to use magic.
curse	When you attack an enemy, the damage is returned to you.
Snow Daruma	You will turn into a snowman and be unable to move.
charred black	You will be charred and lose a quarter of your HP.
Chibikko	It will become smaller and its attack power will decrease.
highly poisonous	The poison spreads throughout your body, gradually reducing your HP.
Mowgli	You will be transformed into a Moogle and will be unable to attack.
petrification	Take half of your HP and become stone. You will be unable to act.
sleep	You will fall asleep for a set period of time and become unable to act.
Unable to fight	This is what is known as a fainted state. Naturally, you will be unable to take any action.

[Consider tactics depending on day, night, and day of the week]

In this world, there are concepts such as day and night, and days of the week. Monsters are stronger at night, and the effect of each elemental magic is slightly stronger on the day of the week for each spirit. Take this into consideration when fighting.



continuing to fight enemies.
Characters grow by
Here is the process.

Characters that grow in various ways

There are three main elements to character growth. Please refer to the following for details.

level up — **Freely select ability values**

When a character reaches a certain amount of experience points, the character will level up and a Level Up Ring will appear. Use the left and right arrow buttons on the D-pad to select the icon of the parameter you want to increase (see below), then press the A Button to confirm.

strength
It affects the attack power of the weapon and the power of special moves.

dexterity
Affects the accuracy of weapon attacks and their evasion rate.

stamina
Affects defense against weapon attacks and maximum HP.

intelligence
Affects the effectiveness of offensive magic and its evasion rate.

spirit
Affects effectiveness of recovery magic and indirect magic defense.

luck
It affects etc.

class change

Choose a more powerful type

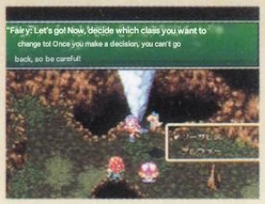
Each character can upgrade to a more powerful class by meeting certain conditions.

Here we will introduce the process for class change.

Class change flow

1 find the mana stone

When you find a Mana Stone, stand in front of it and press the (A Button. A fairy will appear and determine whether or not you can change class.



2 The choice between "light" and "darkness"

If your character's abilities have reached the level where they can change classes, you will be asked to choose between "Light" and "Dark" type. Use the D-pad to select and the A button to confirm.

3 Class change completed

Once you have decided on either "Light" or "Dark", you will be enveloped in a dazzling light and your class change will be complete. In order to reach class 3, you will need an item in addition to experience.

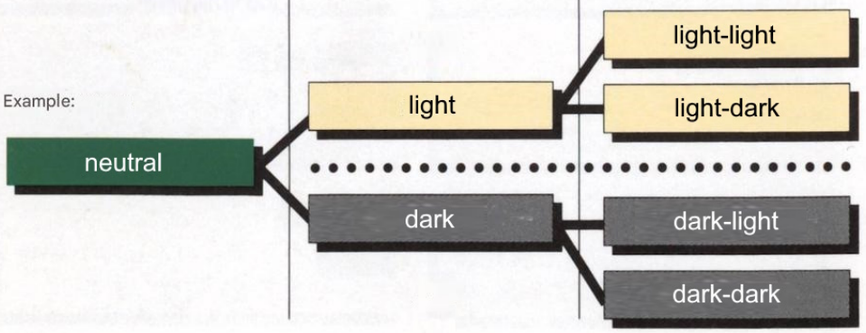
branching of career choice

1st stage = no exp

2nd stage = exp

3rd stage = exp , item

Example:



Learning magic and special attacks

Acquire magic and special attacks

Here, we will introduce the process of acquiring spirit magic and special attacks.

Attacks can be mastered by following the two-step process of ② and ③.

Conditions for acquiring spirit magic and special attacks

1 Encounter with spirits

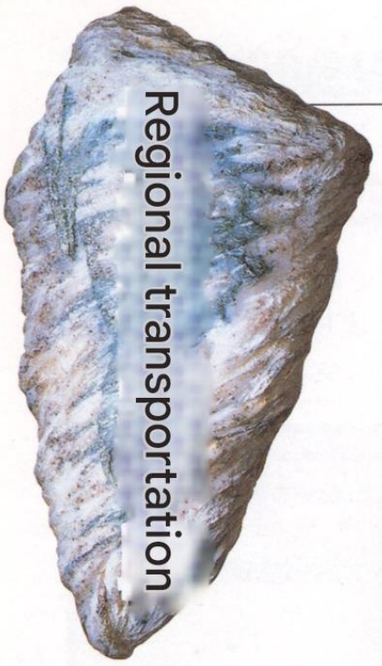
In order to learn the magic of each realm, you need the power of the spirit that rules that realm. Therefore, the absolute prerequisite for mastering spirit magic is to first meet a spirit and have it join your party. For example, meeting and working with a salamander is a prerequisite for learning fire magic, and meeting and working with a djinn is a prerequisite for learning wind magic.

2 Securing the required ability values

To learn magic or special attacks, you must raise the ability score required to learn that skill to a certain value. Ability scores refer to the six items that can be raised when leveling up (see page 23). Then, when a certain ability score (for example, intelligence is important for attack magic, and spirit is important for recovery magic) reaches a certain value, you will be able to learn magic in order when leveling up.

3 level up

When you level up while fulfilling the above conditions ① and ②, after you increase one of your abilities with the Level Up Ring (see page 23), the name of the magic or special attack and the target will be displayed on the screen. (If there is no magic or special attack that can be acquired, it will not be displayed.) This is the signal that you have acquired the magic or special attack. After this, you can use the magic you have acquired by summoning the Magic/Special Attack Ring, selecting the magic to use and the target, and confirming (see page 20).



Regional transportation

in this vast world.
that are essential to traveling
types of transportation
Let's take a look at these four

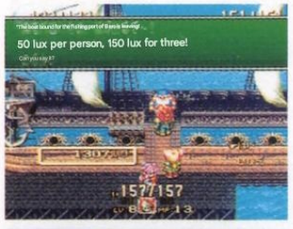
"Four modes of transportation essential for adventure

It's impossible to explore the whole area on foot, so we recommend using the four transportation methods introduced below.

cannon
Launch and move to a specific destination

The cannon will send you to a specific location. It was developed by Bon Voyage, and his relatives around the world own similar cannons. However, you will need an item called "nitro gunpowder" to fly at first.

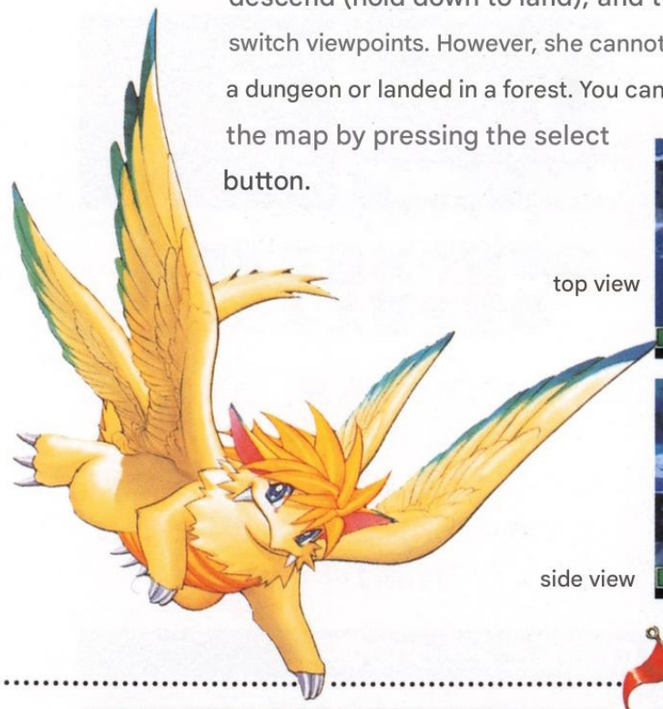
liner
Traveling by boat from town to town



Regular ships sail the ocean and travel from town to town.
You can only dock at ports in certain towns and travel to certain destinations, but you must pay for each person on board.

Flammy:
Ride on its back and move freely anywhere in the sky

Flammie can be summoned with the "Wind Drum" and can move freely through the sky. To control her, use the directional buttons to move, the A button to ascend, the B button to descend (hold down to land), and the Ⓛ or Ⓡ buttons to switch viewpoints. However, she cannot be summoned inside a dungeon or landed in a forest. You can also erase and redisplay the map by pressing the select button.

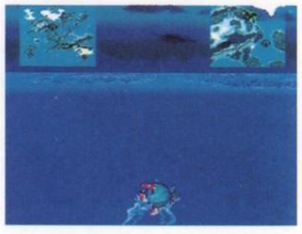


top view

side view

Take a leisurely ride across the open sea at Booskaboo

You can call Booskaboo with the "Peehyara whistle" to help you cross the sea. You can move with just the D-pad. You can move twice as fast in places where the sea is dark (deep). However, you can only get on and off on the beach.



Store guide

information collection

towns and villages all over the country.

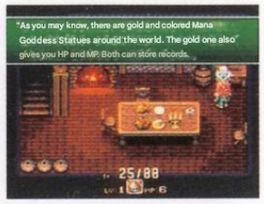
are essential for your adventure,

can get important hints that

There are inns and shops. You

Collect information from people in towns and villages

Gathering information is a very important action. It's easy to operate, just stand in front of the person you want to talk to and press Button A, so talk to as many people as possible. You might get some unexpected hints.


"As you may know, there are gold and colored Mana Goddess Statues around the world. The gold one also gives you HP and MP. Both can store records.
25/88

Get ready for your adventure at inns and shops

There are various shops in the town, such as inns, weapon shops, and armor shops, where you can buy and sell goods. When you arrive in town, be sure to stop by and prepare for your next adventure (see below for details).

inn — **HP/MP recovery and data-storage**

You can heal your wounded and tired body to recover HP and MP, and save your data (see page 9). Also, when you stay overnight, you may be asked whether you want to wake up at noon or at night, so use the up and down buttons on the directional pad to select, and the A button to confirm. Also, you can stay overnight for free on Mana holidays, so be sure to keep track of the days of the week and make good use of them.

Weapon and Armor Item Shop — **Purchase weapons, armor, and other useful items that are essential for your adventure.**

You can buy and sell weapons, armor, and items. Some towns sell weapons and armor together. Also, if a character who talks to the shopkeeper purchases weapons and armor that they cannot equip, the shopkeeper will hand them over directly to a character who can equip them.

How to use the store

First, stand in front of the counter and press the A button. If it's an inn, you'll be asked if you want to stay, and if it's a weapon, armor, or tool shop, you'll be asked if you want to buy or sell. Use the up and down buttons on the directional pad to select, and the A button to confirm. For subsequent operations at weapon, armor, and tool shops, please refer to the instructions on the right.

【buy】

You can purchase items. When you select and confirm "Buy", the item will be displayed on the ring command, so select it with the left or right of the directional pad and confirm with the A button. Note that you can only own up to 9 items, and if you continue to buy more than this number, you will be asked whether you want to send it to the warehouse.

[sell]

You can sell weapons, armor, and items that you no longer need. Select and confirm the items you no longer need using the same operations as for "Buy".

【stop】

You can stop buying or selling items by selecting "Quit" in the same way as above, or by pressing the B button.

*When "sell" is activated, you can switch the character's belongings by pressing Ⓛ/Ⓡ button.

A little strange shop black market

In addition to the stores introduced here, there is a store somewhere in this world called the Black Market. You should be able to purchase products that you can't find anywhere else.

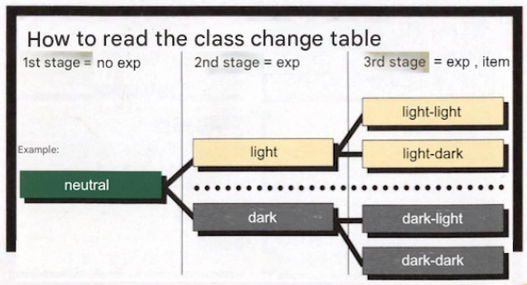
character

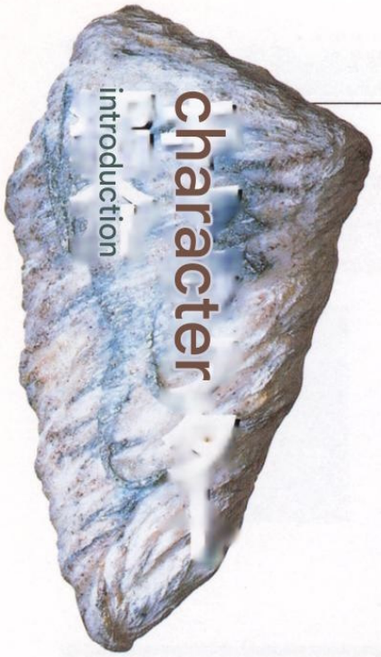
introduction

advance on the adventure.
Players will choose three characters to play

Six protagonists embark on an adventure

Here are the profiles of the six people who are setting off on this adventure. We will also introduce the process of class changes.

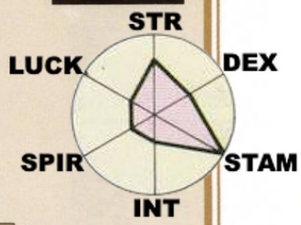


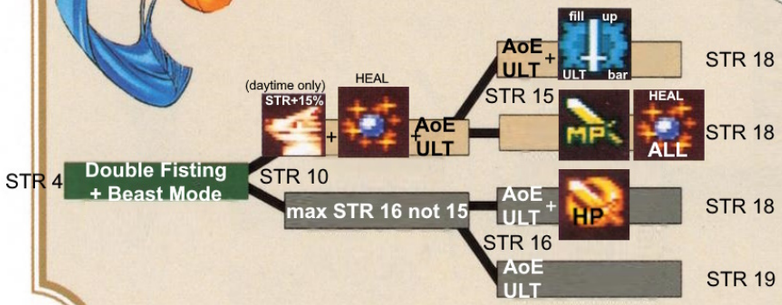


kevin

Age: 15 years old Gender: Male

Ha is the son of the beastman king who rules the Beast Kingdom, and is a beastman half and human. Although he is mature, he still has a boyish side to him. He dislikes people and is not good at talking, so he is easily misunderstood by others.

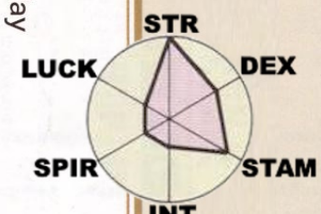




duran

Age: 17 years old Gender: Male

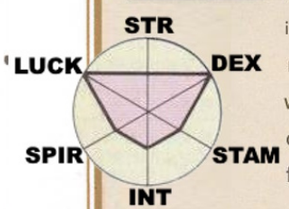
A proud man who serves as a mercenary under Lucena. He has a rough and uncouth appearance. He is hot-headed and competitive, so much so that even his fellow mercenaries consider him dangerous. However, he respects the king, who was his late father's best friend, and loves his country more than anything.

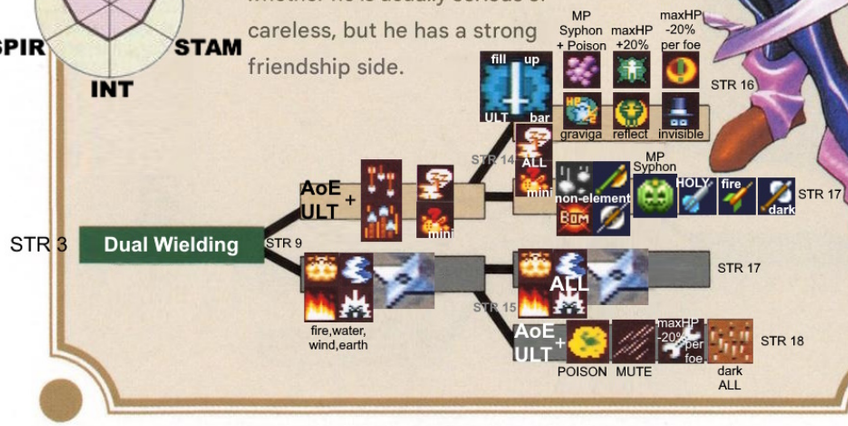


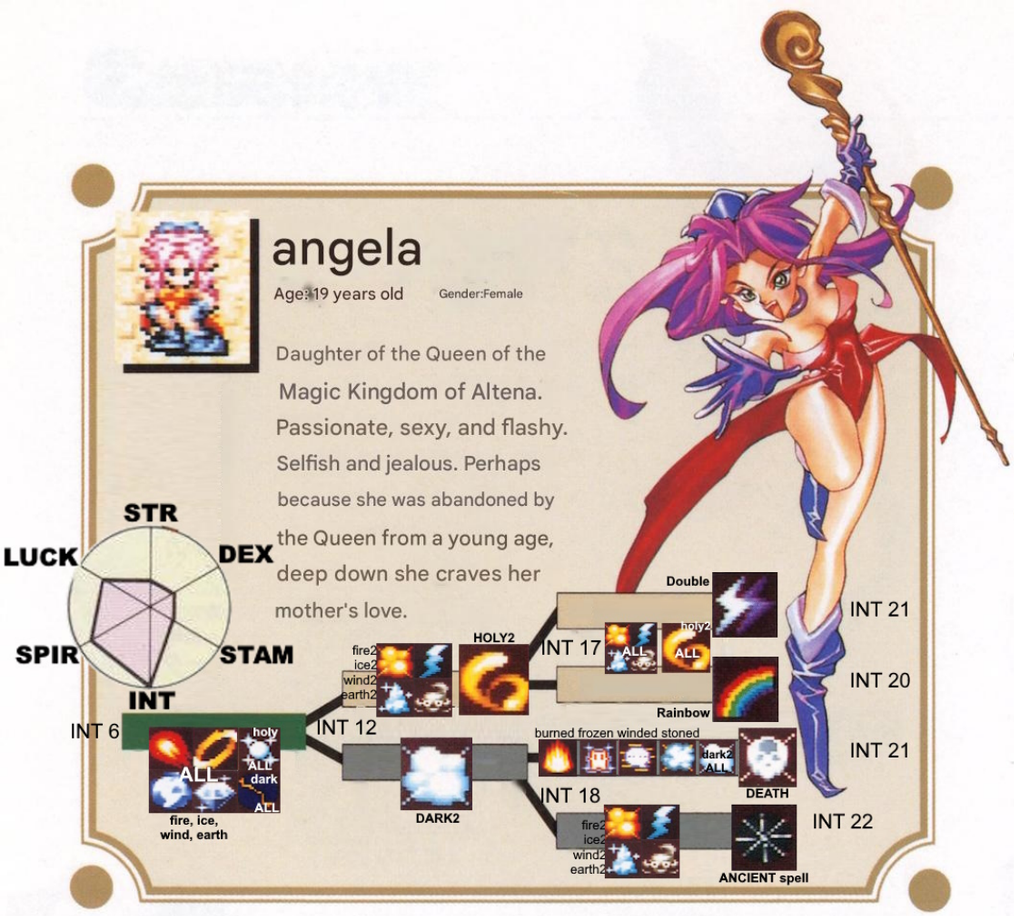
hawkeye

Age: 17 years old Gender: Male

A thief of the Navarre Bandits, based in the desert. He has a humorous and romantic personality. It is unclear whether he is usually serious or careless, but he has a strong friendship side.







angela

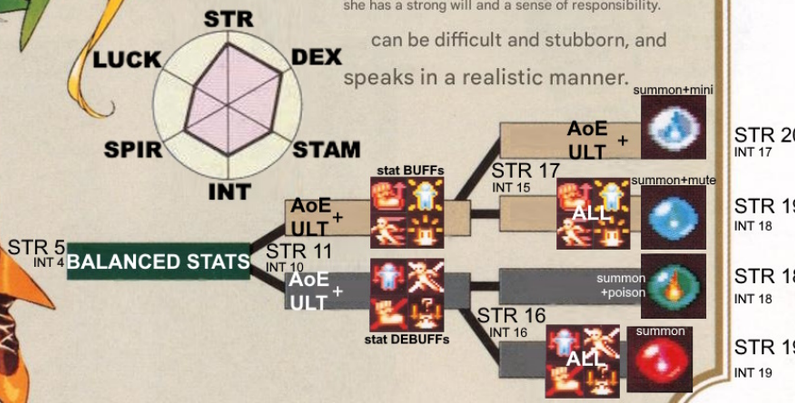
Age: 19 years old Gender:Female

Daughter of the Queen of the Magic Kingdom of Altena. Passionate, sexy, and flashy. Selfish and jealous. Perhaps because she was abandoned by the Queen from a young age, deep down she craves her mother's love.

riesz

Age: 16 years old Gender:Female

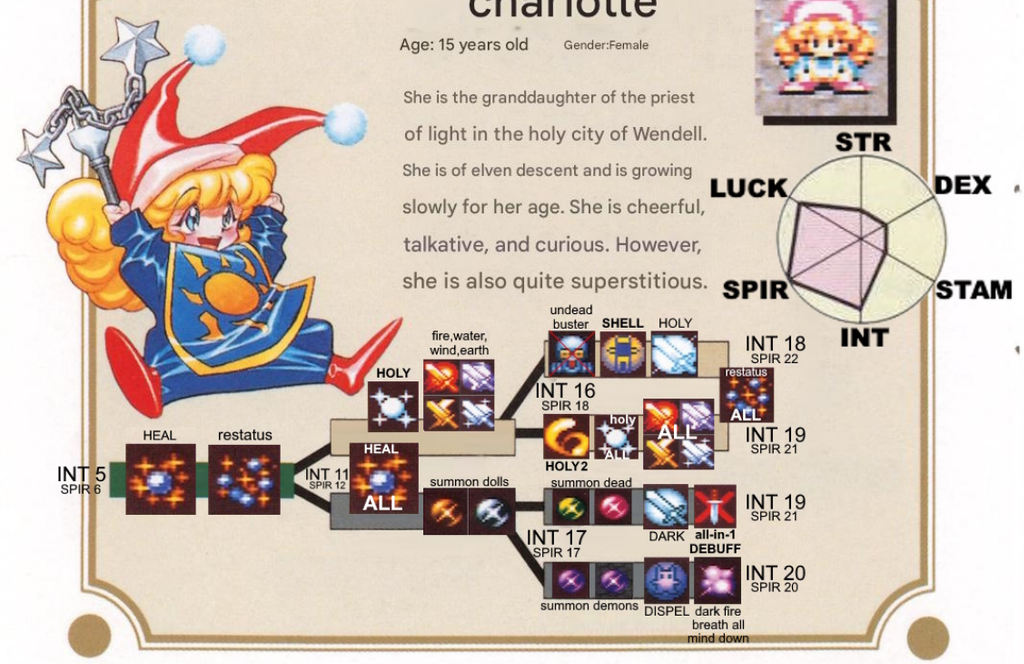
She is the princess of the Wind Kingdom, Roland, and the leader of the Amazonian army. Although she still has the appearance of a young girl, she has a strong will and a sense of responsibility. can be difficult and stubborn, and speaks in a realistic manner.



charlotte

Age: 15 years old Gender:Female

She is the granddaughter of the priest of light in the holy city of Wendell. She is of elven descent and is growing slowly for her age. She is cheerful, talkative, and curious. However, she is also quite superstitious.



fairy

A small fairy who serves the Goddess of Mana

triangle story

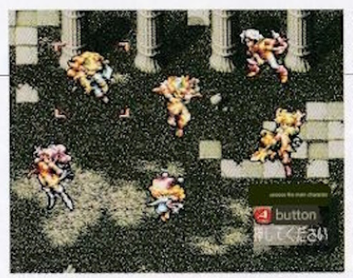
- A colorful story with six main characters

The world of Secret of Mana is created by the number 3

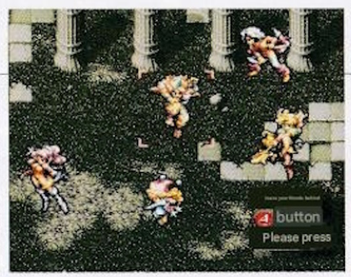
The biggest feature of "Seiken Densetsu 3" is the variety system called Triangle Story. As the name Triangle suggests, "Seiken Densetsu 3" has "3"

These numbers have important meaning.

The rise and fall of three powerful nations and three neutral countries in the world. Three adventurers are chosen from six people. Depending on the combination, the flow of the story will change in various ways.



† In "Seiken Densetsu 3," there is no predetermined protagonist. Players choose their favorite protagonist from six characters.



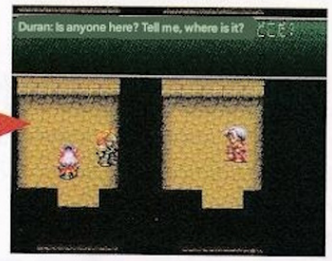
Once you've decided on the main character, you'll need to choose the remaining two companions. The first one will determine the overall flow of the story, while the other two will affect the details of the story.

・A story that changes color

encounter

■ If your first companion is Angela

■ If the second companion is Hawkeye

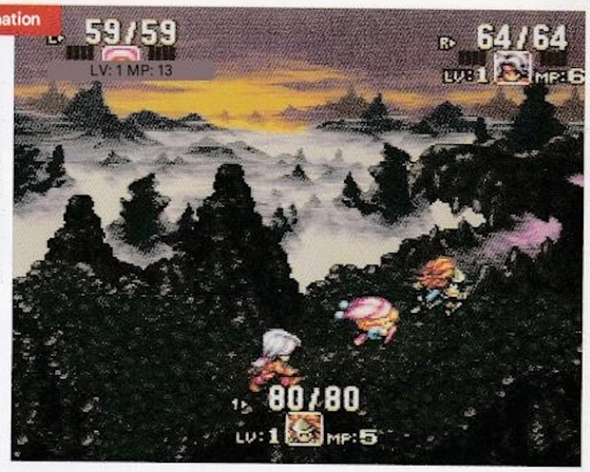


■ If the second companion is Charlotte

In Triangle Story, the flow of the story is determined by the combination of the three people. For example, the events in which you meet your companions can take on various patterns, as shown in the photo on the left. Not only that, but your final goal and destination also change according to the invisible laws of the triangle.

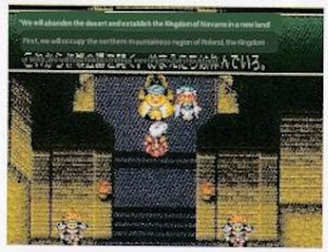
→ Important places for these three people, character combinations, it may not come out. It may not even come out. With other

destination



・The balance of power will be dramatically redrawn

The most prominent feature of this triangle story is the power relationship between three powerful nations and three neutral countries. The protagonists' countries of origin are each at a crossroads of rise and fall due to the flow of fate. The biggest highlight is what will happen if you choose who to support.

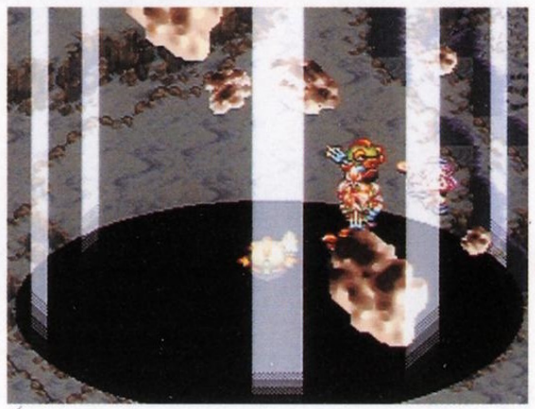


Introducing spirits, magic and special attacks

It will be an indispensable power. For harsh and long adventures, or special attacks, eight spirits and magic,

Eight types of spirits and elemental magic

We will introduce eight spirits that are inseparably linked to the mastery of magic, and the effects of a total of 48 spells that reflect the characteristics of each spirit.



[Light] Will O Wisp
A spirit that controls the power of holy light, repelling evil with its dazzling light.

[Water] Undine
A spirit that controls the power of water, the source of life, that gathers cold air and brings freezing rain.

[Wind] Jin
A spirit that controls the wind in the atmosphere, as well as clouds and lightning.

[Moon] Luna
A spirit that controls the mysterious power of the moon, driving people insane with its bewitching light.

[Darkness] Shade
A spirit that commands the mighty power of darkness, plunging enemies into a terrifying darkness.

[earth] Gnome
A spirit that controls the vast power of the earth, able to shake the earth and control stone.

[Fire] Salamander
A spirit that commands the power of high heat, able to control scorching fireballs and even summon lava.

[tree] Dryad
A spirit that controls the power of great trees, harnessing the power of trees with strong vitality.

All 48 spells in these 4 pages can be cast by any character via using one of 48 corresponding spell items. 17 are shop items named in these pages. You may only randomly find a few appearances of the other such spell items as rare finds along your adventure. Good luck finding any not for sale!

earth

A magic spell that makes full use of the power of the earth. It can cause earthquakes or turn enemies to stone.

Diamond Missile [MP2]

shop item Earth Coin* casts it by thrower's INT

It deals damage by firing sharp diamond particles at enemies.

Earthquake [MP4]

Summons a giant rock and drops it on the enemy, dealing damage.

Stone Cloud [MP7]

It envelops enemies in a dark blue cloud, dealing damage and turning them to stone.

Protect Up [MP2]

shop item Bulette Scale casts it also

By attaching sand particles to the entire body, it increases its defensive power.

Speed Down [MP2]

It can shift the ground around enemies, reducing their speed by half.

Diamond Saber (MP4)

shop item Molebear Claw casts it also

You can spray diamond crystals onto your weapon to give it the earth element.

water

A magic spell that mainly uses water and its crystallized form, ice. It can make ice fall or freeze enemies.

Ice Smash (MP2)

shop item Ice Coin* casts it by thrower's INT

It deals damage by hurling giant ice cubes reminiscent of gemstones at enemies.

Mega Splash [MP4]

It instantly freezes the groundwater, forming sharp icicles that pierce the enemy.

Cold Blaze [MP7]

Envelops enemies in a giant layer of ice, dealing damage and turning them into snowmen.

Mind Up [MP2]

shop item Sahagin Scale casts it also

By infusing pure water into your body, your magical attack power will increase.

Power Down [MP2]

It can extract substances from the enemy's body and reduce their attack power.

Ice Saber [MP4]

shop item Poseidon Claw casts it also

Weapons can be sprinkled with holy water to give them the water element.

※ Character sprites nearby indicate who can learn the spell innately.

* indicates the thrown item can be cast on all targets or just one target.

fire

A magic spell that makes use of scorching flames. It can increase your power or burn your enemies black.

Fireball [MP2]

shop item Flame Coin* casts it by thrower's INT

Summon a fireball and throw it at the enemy, engulfing them in a pillar of fire and dealing damage.

Explode [MP4]

Creates a powerful explosion wave in the surrounding area, dealing damage to enemies.

Blaze Wall [MP7]

Summons lava from the ground like a pillar of fire to damage enemies.

Power Up [MP2]

shop item Drake Scale casts it also

The energy of the burning flames is injected into the body, increasing Ka.

Mind Down [MP2]

It removes the enemy's burning fighting spirit and reduces their magical attack power.

Flame Saber [MP4]

shop item Cerberus Claw casts it also

You can spray sparks onto your weapon to give it the fire attribute.

wind

This is a magic that uses the air and wind that are all around us. It can also summon things like lightning.

Airblast (MP2)

shop item Storm Coin* casts it by thrower's INT

Creates a sharp kamaitachi to slash enemies and deal damage.

Thunderstorm [MP4]

Creates a thundercloud above the enemy, causing lightning to strike and damage them.

stun wind [MP7]

Creates a vacuum around enemies, dealing damage and silencing them.

Speed Up [MP2]

shop item Bird Scale casts it also

It uses the power of the wind blowing through the air to increase its speed.

Protect Down [MP2]

It creates a blue band of air around the enemy, lowering their defense.

Thunder Saber [MP4]

shop item Siren Claw casts it also

You can give your weapon the lightning element by casting lightning directly onto it.

tree

Magic that summons the power of trees that are rooted in the earth. There are many magic spells that assist in attacks.

Sleep Flower (MP3)
It scatters sleep-inducing pink petals, putting the enemy to sleep and dealing damage.

Poison Bubble [MP5]
Sprays bubbles made from the sap of poisonous plants at enemies, inflicting damage and poison.

Trans Shape [MP2]
By sprinkling nut powder on his body he can turn invisible, allowing him to move around undetected by his enemies.

Aura Wave [MP3]
Absorb the life force of the trees into the sword to bring the count to MAX.

Counter Magic [MP6]
It spreads green spheres around you and reflects magic cast by enemies.

Leaf Saber [MP4]
Gives the weapon the power of tree roots, giving it the effect of absorbing MP when attacking.

Moon

A magic spell that borrows the power of the moon, which shines brightly in the night sky. Like the "wood" magic, its main function is to assist in attacks.

Lunatic [MP5]
By bathing the enemy in the mysterious light of the moon, all of their abilities are reduced.

Half Vanish [MP3]
Envelops enemies in a dazzling ball of light, randomly halving their HP.

Body Change (MP3)
It envelopes enemies in a mysterious smoke, transforming them into Shell Hunters and dealing damage.

Life Booster [MP4]
It draws in the energy of the moon into your body, increasing your maximum HP during battle.

Moon Saber (MP4)
Gives the weapon the power of the moon, giving it the effect of absorbing HP when attacking.

light

Magic that draws its source from the power of sacred light. It is the only attribute that has magic that can restore HP.

Holy Ball [MP2]
shop item Light Coin* casts it by thrower's SPIR

Creates small spiraling balls of light around enemies, dealing damage.

saint beam [MP5]
Fires a beam of blue laser-like light at enemies, dealing damage.

Heal Light (MP3)
shop item Poto Oil* casts it by thrower's SPIR

By bathing your entire body in holy light, you can recover HP.

Tinkle Rain [MP2]
shop item Mama Poto Oil* casts it also

A shower of light falls from the heavens, curing abnormal status conditions.

Magic Shield [MP4]
By applying a thin blue membrane, damage from elemental magic cast by enemies is halved.

Saint Saber (MP4)
You can imbue your weapon with divine power, giving it the attribute of light.

darkness

Magic that summons chilling dark powers. Uses powerful attack magic to strike fear into the enemies.

Evil Gate [MP2]
shop item Dark Coin* casts it by thrower's INT

Summons a wave of darkness that envelops the enemy and deals damage.

Dark Force [MP5]
The power of darkness is thrust into enemies like a sharp knife, dealing damage.

Death Spell [MP7]
Creates a pitch black space around enemies, eliminating them depending on the level.

Black Curse [MP6]
Curse an enemy, returning damage taken from their weapon attack directly to them.

Antimagic [MP4]
shop item Specter Eye casts it also

Borrowing the power of darkness, it nullifies all indirect attacks, support magic, and gauge counts.

Darksaber (MP4)
You can imbue your weapon with dark power, giving it the dark attribute.

"Special attacks that make the most of each type

Each character can learn a variety of special attacks (see page 25).

hawkeye

- bow and arrow — ranger — MP:1
  Rains down arrows on enemies, dealing damage.
- spear bed — ranger — MP:2
  It will summon sharp spears from the ground and deal damage.
- Shuriken — ninja — MP:1
  Throws shuriken-shaped fighting spirit to inflict damage.
- Suiton no Jutsu — ninja — MP:3
  Deals damage and randomly reduces attack power.
- Hiton no jutsu — ninja — MP:3
  Deals damage and randomly reduces magic attack power.
- Doton no jutsu — ninja — MP:3
  Deals damage and randomly lowers dodge rate.
- Raijin no Jutsu — ninja — MP:3
  Deals damage and randomly reduces defense.
- rock fall — rogue — MP:3
  Drops huge rocks on enemies, dealing damage.
- landmine — rogue — MP:4
  Creates a large explosion that deals damage to enemies.
- Silver Dart — rogue — MP:2
  holy elemental damage.
- Hatchet — rogue — MP:3
  non-elemental damage.
- Hurlbat — rogue — MP:4
  dark elemental damage.
- Rocket Launcher — rogue — MP:5
  fire elemental damage.
- Axe Bomber — rogue — MP:5
  non-elemental damage.
- Grumpkin — rogue — MP:7
  MP syphon victims with tree elemental damage.
- Poison mist breath — night blade — MP:3
  Deals damage and randomly inflicts Poison.
- Flame Breath Night Blade — MP:3
  Deals damage and randomly chars enemies.
- Fukumi needle — night blade — MP:3
  Deals damage and randomly silences enemies.
- Weapon attack — Nightblade — MP:4
  Deals damage and randomly confuses.
- black rain night blade — MP:9
  Rains down jet black rain on enemies, dealing damage.

No items exist which emulate any character's unique special attacks listed on these two pages.

kevin

- secret hole — monk — MP:1
  It hits the pressure points and gives you a power boost.

angela

- Double Spell Grandevina — MP:9
  cast spells in succession.
- Rainbow Dust Archmage — MP:10
  It deals damage with an extremely powerful spirit fusion magic.
- Ancient Magus — MP:12
  A powerful magic spell sealed away in ancient times that deals damage.

charlotte

- Unicorn Head Enchantress — MP:1
  Summons a unicorn head to deal damage.
- machine golem — enchantress — MP:2
  Summons a machine golem to deal damage.
- Turn Undead Bishop — MP:1
  Eliminates undead monsters according to their level.
- ghoul — necromancer — MP:3
  Summon a ghoul to deal damage.
- ghost — necromancer — MP:5
  Summon a ghost to deal damage.
- Gremlin Evil Shaman — MP:3
  Summons a Gremlin to deal damage.
- Great Demon Evil Shaman — MP:5
  Summons a great demon to deal damage.
- Demon Breath Evil Shaman — MP:6
  It breathes evil breath and reduces HP.

riesz

- Freya — Vanadis — MP:6
  Summon the Goddess of War to deal damage.
- Marduk Star Lancer — MP:6
  Summons a god with four wings, ears, and eyes to deal damage.
- Jormungand Dragon Master MP:7
  Summons a snake-type dragon to deal damage.
- Lamian Naga Fenrir Knight MP:7
  Summons a half-man, half-snake monster to deal damage.

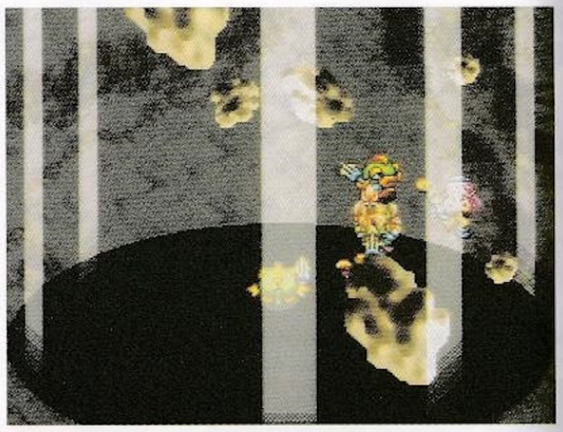
Duran can equip a shield after class change.

Of the six characters, Duran is the only one who cannot learn special attacks. However, by changing his class to a light type, he is the only one who can equip a shield.

The mysterious powers summoned by the spirits

magic

The powerful magic that is unleashed by borrowing the power of eight spirits. The beautiful visual effects and tremendous power will overwhelm anyone who sees it.



Cold Blaze Undine

←After making cold snow fall all over the place, giant ice crystals are generated in the air. This is an attack magic that freezes monsters.

Earthquake Gnome

↑Causes a violent earthquake in the earth. A flash of light pierces the sky and huge boulders shoot up from the cracks in the ground, dealing great damage to enemies.

Poison Bubble
Dryad

↓A magic spell that extracts toxins from the bodies of living creatures, gathers them in the air, envelops the monster, and poisons it.

Explode
Salamander

↑→Instantly heats the surrounding air, causing a series of explosions. Monsters are engulfed in the heat and blast, annihilating them.

↑Magic and items are displayed as illustrated icons in a ring shape, so you can tell at a glance what you want to use.

↑You don't need to open the icon multiple times, you can select it in one go. Status data and other information can be checked on a separate menu screen.

ring command

Ring commands, which enable speedy battles, only specify frequently used magic and items, making battles even more light-hearted.

MOTION BATTLE

Various class changes

Will you choose the light or the darkness?

The player decides how their character will grow.

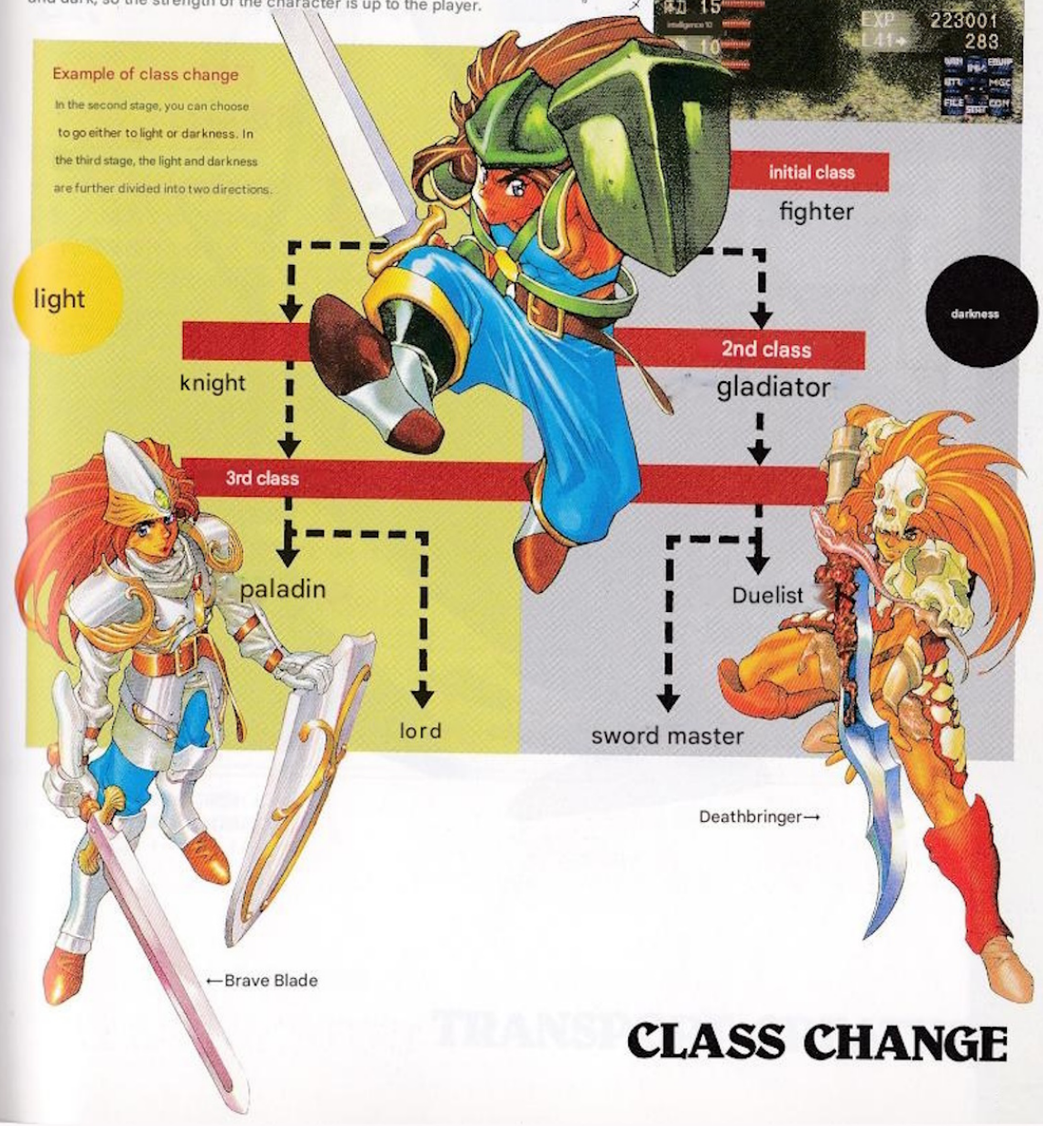
As characters grow stronger, they will change class to the next higher rank when they reach a certain level. From the second level onwards, there are 22 attributes: light and dark, and players can decide which one to choose. Also, the weapons and magic that can be used are completely different between light and dark, so the strength of the character is up to the player.

→After class change

When you reach the class where you can change to, on the next screen, select the next class. You can choose either way. Check

Example of class change

In the second stage, you can choose to go either to light or darkness. In the third stage, the light and darkness are further divided into two directions.



CLASS CHANGE

Weapons & Armor Introduction

Hosei

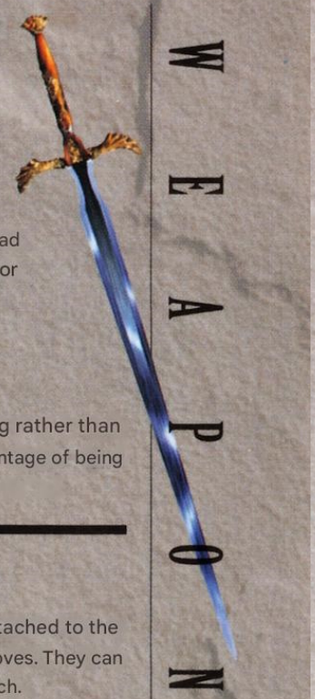
Weapons and armor that can be equipped by characters

It is decided in advance who can equip each weapon and armor. All of the weapons and armor are exclusive to each character.

weapon The weapons introduced here are absolutely essential for your adventure. They are divided into six types for each character.

Let's introduce it.
Here are just a few of
and 4 types of armor.
the 6 types of weapons

W.E. APOON



sword

Duran's exclusive weapon

broadsword

A double-edged sword with a broad blade. It is the sword of choice for Forsena's mercenaries.

gladius

A small sword made for stabbing rather than slashing enemies. It has the advantage of being light and easy to handle.

iron sword

A heavy iron sword with a blade that has been forged over days, it can cut down an enemy with a single slash.

glove

Kevin's weapon

leather gloves

A pair of leather gloves made from tanned animal hides. As a weapon, they are only a temporary solution, but they are better than nothing.

needle grab

These gloves have iron spikes attached to the striking section of the leather gloves. They can tear enemies to shreds with a punch.

iron knuckle

It is worn on four fingers and is used to launch punching attacks at opponents; it is the most popular weapon among street fighters.

dagger

Hawkeye's exclusive weapon

Baselard

A double-edged knife with a wedge-shaped blade, it is excellent for stabbing as well as slashing.

dagger

It is the most famous of the knife-type weapons used in combat. The blade is thin and short, and its sharpness is outstanding.

flint knife

A favorite knife of the Navarre Bandits. It doesn't have much lethal power, so it's mostly used for self-defense.

rod

Angela's special weapon

witch staff

A staff favored by novice magicians. Its offensive power is not high, but it is better than a wooden staff.

wooden cane

A wooden staff that is often used for ceremonial purposes rather than for actual combat. You can't expect much offensive power from it.

staff

A staff that is quite effective for striking attacks. Its tip is reinforced with iron.

frailty

Charlotte exclusive weapon

wood flail

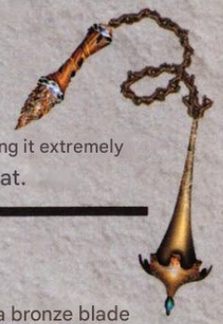
Although it is made of wood, the flail is made from sturdy oak, making it a perfect weapon for beginners.

flail

It's a rather flail-like wooden weapon, and you can't expect much from it in terms of offensive power.

ball chain

This flail uses an iron ball for the striking section, making it extremely effective in actual combat.



spear

lease exclusive weapon

long spear

A long spear that can pierce and damage enemies. It has a larger blade than the Bronze Lance.

bronze lance

A one-handed spear with a bronze blade attached to a wooden pole. It is also used by ordinary soldiers of the Amazonian army.

Flamea

A spear with a long handle and thin blade. It is versatile and can be used to stab or slash enemies.

armor Armor is broadly divided into four types: armor, shields, helmets, and rings, and each type protects a different part of the body from enemy attacks.

armor

Chibikko Robe

A rope for children used in ceremonies, etc. Charlotte's special armor.

cotton gi

A cloth gi, a type of garment favored by martial artists, is one of Kevin's personal protective equipment.

cotton quilt

It is more like clothing than armor, and is made of cloth. It is not very useful in actual combat. Hawkeye's personal protective equipment.

quilted leather

Leather armor that protects half of the body. It is lightweight and easy to move in, but its defensive power is a little questionable. Duran's personal armor.

cotton robe

A robe made of thick cotton. It cannot withstand the attacks of powerful enemies. Angela's special armor.

padded leather

Leather armor with partial reinforcement on the shoulders and chest. It is light and suitable for women. Reese's personal armor.

vertical

Water Dragon's Stand

A shield with a blue dragon carved into the center. It has the power to reduce damage from water-based attacks.

scorching heat

A shield with a structure modeled after a burning flame, it has the power to reduce damage from fire attacks.

helmet

feathered ribbon

A cute ribbon decorated with feathers. Reese's special armor.

bandana

A headband-like piece of armor made by folding cloth and wrapping it around the head. Kevin's special armor.

grass visor

A helmet designed to provide extra protection for the forehead. Duran's personal protective equipment.

circlet

A beautifully crafted ring-shaped accessory. It's more like a decoration than armor. It's Angela's personal armor.

Cat Ear Hood

A child's hood with cat ear decorations. Charlotte's special armor.

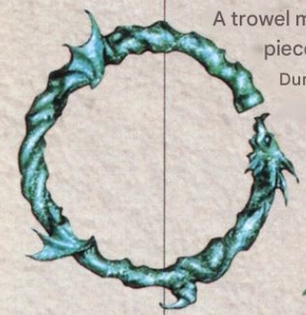
leather hat

A hat made from several pieces of tanned leather. Hawkeye's personal armor.

ring

leather trowel

A trowel made from several pieces of animal hide. Duran's personal armor.



vambrace

Armor that protects the arms by wrapping cloth around them several times. One of Reese's special armor.

neck of grass

A slightly unusual item that protects the neck. It has low defensive power because it is made of grass. Kevin's personal armor.

key earrings

A special earring that thieves use as a key when stealing. Hawkeye's special armor.

jewel ring

A stylish ring adorned with jewels. It's more like a decoration than armor. Angela's personal armor.

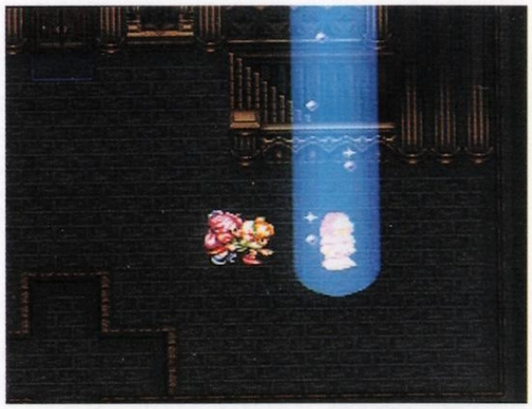
beadama ring

A toy ring with a large, sparkling marble set into it. Charlotte's personal armor.

「Item introduction」

Items with various effects

As you progress through your adventure, the items introduced here are just as important as your equipment. Some of them are not available in stores, so be sure to search for them. Please see below for the effects of each item.



From shops and treasure chests
The items you can get are: , special, attack.
回 magic, seeds
のく

Full drop 1
Effect: Recovery HP
Purchase price 5
Effect range●On my side, sugar fruit produced by the Flower Fairy Studio, edible recovery of 100 HP.
Pakkun Chocolate 2
Effect: Recovery HP
Purchase price 40
Effect range: My body, body
The use of holy water is a powerful way to overcome hardships and challenges.
Honey drink 3
Effect: Recovery HP
Purchase price 75
Effect range: My body, body
Use insect secretions, make chemical drinks. Fully recovers usable HP.
WEAPON • ARMOR • ITEM
Tools
ITEMS DATA
magic rope 8
Effect●Transfer
Purchase 12
Effect Range●We are all magicians with intentional steel. Labyrinth-like entrance that can be used again.
dream grass 9
Effects ● Night change
purchase price ●
Non-premium effect range ● All of us, the morning dew and the moonlight cultivation of the mysterious plant, just arrived and were half asleep.
Nitro Gunpowder 10
Effect●Movement
purchase price 5000, 3000 Effect
range●On my side, when we were all small people digging the tunnel, we were using fire. Powerful enough.
Little Hammer 11
The effect of changing
the purchase price ● The
effect of the non-premium item ● We,
※ / All the foreign countries have
improved the mallet, it is possible to change the
color in a moment.
Beebiyara Flute 12
Effect
●Transferable purchase
●Non-sale item Effect range ●We,
all of us, can use the large shell produced by the flute, summonable—
Pooskapoo.
Wind Drum 13
Effects ●
Mobile shopping ●
Non-premium items Effects range ●
On our side, we are all foreign drums. Nohori Summons Free Flying
Flamy in the Air
magic walnut 6
Effect●Recovery
MP purchase
price 50 Effect range●On my
side, just a spirit with a spirit
forest talented core peach, recovery
20M Po
Puipui grass 4
Effect ● Recovering physical
condition
purchase price 10 Effect range● On my side,
the ancient medicine of the
body. Treatment for various physical
abnormalities such as phlegm
Stardust Herb 5
Effect●Recovery ability status
purchase price
16 Effect range●On my side, a
plant growing on the shore of
the holy water river. Except for the
lawless war, the situation is recoverable.
angel's chalice 7
Effect●Recovery state of lawless
war 100 Effect
range●On my side, the holy grail
used by the body angel,
it is possible to fully recover state
of lawless war.

HEAL
recovery items

These seven recovery items will help save your injured or sick teammates.

round drop	Recovers up to 100 HP.
Pakkun chocolate	Recovers up to 250 HP.
honey drink	Recovers HP to maximum.
magic walnut	Recovers MP to maximum.
Pui Pui grass	Cures status abnormalities such as poison and small.
Stardust Harp	Recovers from status abnormalities other than incapacity.
"Angel's Holy Grail"	Fully heals allies who fall in battle.

SPECIAL
special items

Magical items that have special effects. Magic Rope and Dream Flower can be purchased in the store.

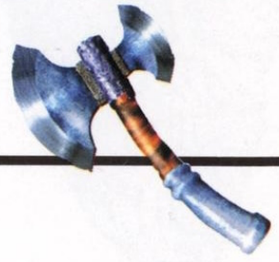
magic rope—	You can escape from the dungeon.
dream grass	You can switch between day and night.
nitro gunpowder	Once you get it, you can ride the cannon.
Chibikko Hammer	You can transform into a little kid.
Pihyara flute	You can summon Booskaboo.
wind drum	You can call Flamy.

ATTACK

attack item

An item that can be used in battle to inflict damage on enemies.

darts	It's a deadly dart with a sharp tip.
hand ax	A small axe for throwing.
Shuriken	It is a hand-thrown weapon that has been brought over from other countries.
pumpkin bomb	A pumpkin bomb with powerful destructive power. MP Syphons the target.



SEED species

These seeds are items that you can never buy in a store. You can grow and obtain items by planting them in flowerpots that are available in stores in each town and village. However, even if you plant an "item seed," you don't know what item will grow. You can only enjoy it after it grows. Sometimes you might get an unexpectedly powerful item.

item type
mysterious seeds
magic seeds
Weapon and Armor Types
seeds of projectiles
seeds of ???

M A G I C

magic items

The magic items introduced here have the same effect as spirit magic. There are 48 of them. That's exactly the same number as spirit magic.

Earth type

earth coin	Has the effect of a diamond missile.
gnome statue	Provides the effect of Earthquake.
Basilisk fang	Provides the effect of Stone Cloud.
Barrette's scales	It provides a protective effect.
Eye-of Needlion	Has a speed-down effect.
"Mallbear's Claws"	It has the effect of Diamond Saber.

water system

ice coin	Has the effect of Ice Smash.
statue of undine	Has the effect of a mega splash.
White dragon's fang	Provides the effect of Cold Blaze.
"Sahagin Scales	It has a mind-up effect.
slime eyes	This has the effect of reducing power.
Poseidon's Claw	It has the effect of Ice Saber.

fire type

flame coin	Has a fireball effect.
salamander statue	Has the effect of Explode.
"Fire Lizard's Fangs	Provides the effect of Blaze Wall.
Drake Scale	It gives a power-up effect.
battom's eyes	It has a mind down effect.
Cerberus' Claws	It has the effect of Flame Saber.

Wind type

storm coin	Provides an air blast effect.
statue of jinn	Provides the effect of Thunderstorm.
Harpy fangs	Has a silence effect.
bee scales	It has a speed-up effect.
Galby's eyes	It has a protect down effect.
siren's claw	It has the effect-of Thunder Saber.

Wood-based

myconid eyes	Has the effect of Sleep Flower.
Petit dragon eyes	Provides the effect of a Poison Bubble.
statue of a dryad	It has a trans-shape effect.
Grell oil	It has the effect of Aura Wave.
matango oil	This has the effect of counter magic.
Crawler's Claw	It has the effect of Leaf Saber.

Moon system

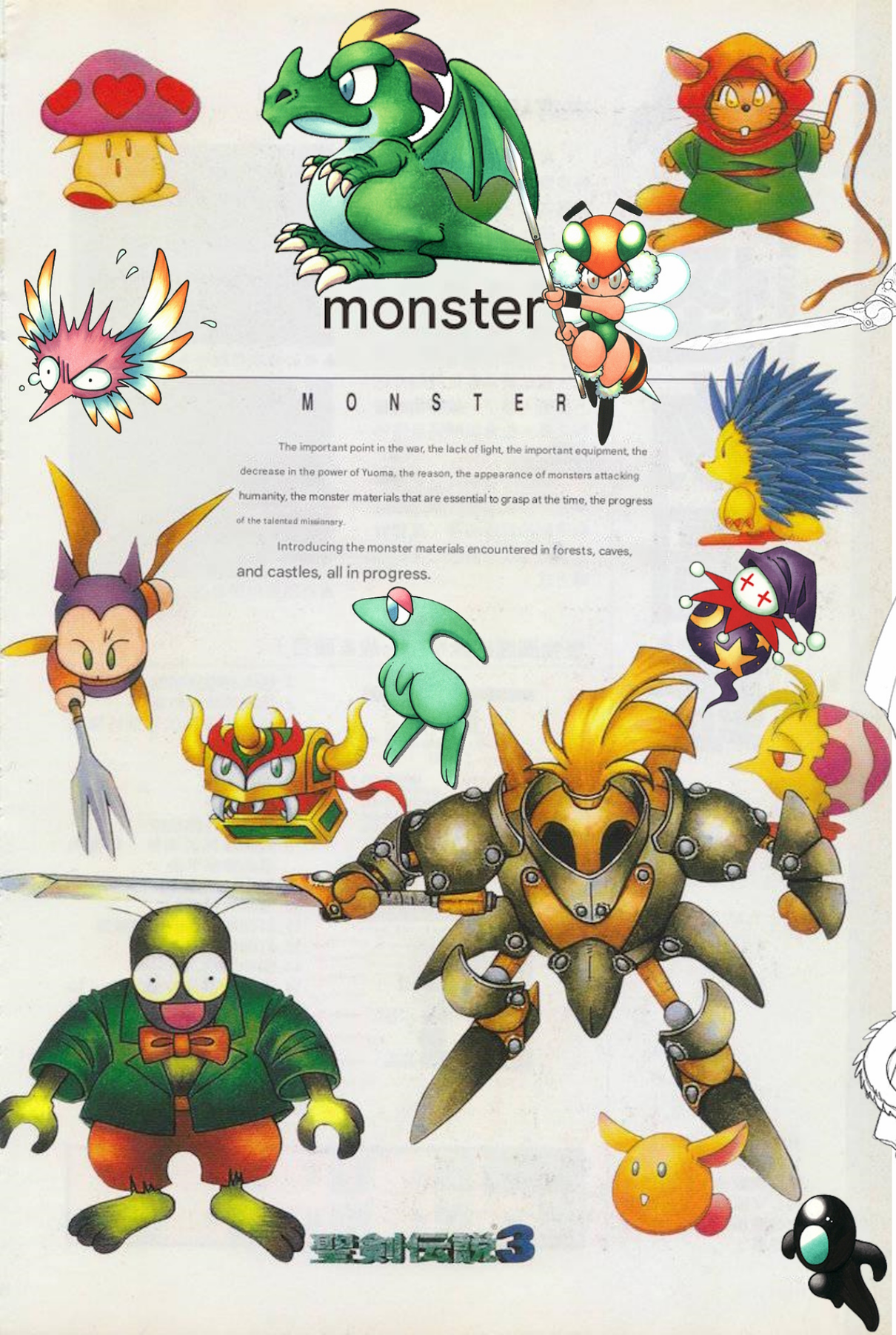
moon coin	Has the effect of Lunatic.
luna statue	It has a half vanish effect.
Little Devil's Eyes	It has a body change effect.
polovin oil	Provides a life booster effect.
Carmilla's Claws	It has the effect of Moon Saber.

light system

coin of light	Has the effect of Holy Ball.
wisp statue	Has the effect of Saint Beam.
Poto oil	Provides the effect of Heal Light.
Pakkun oil	Provides the effect of a magic shield.
mama potooil	Has the effect of Tinkle Rain.
Papa Poto's Claws	It has the effect of Saint Saber.

dark system

dark coin	It exerts the effect of Evil Gate.
Shade statue	Demonstrates the effects of Dark Force.
ghost eyes	Has the effect of a Death Spell.
Spectre's Eye	Has the effect of Antimagic.
Shadow Zero Eyes	It exerts the effect of the Black Curse.
demon claw	It exerts the effect of the Dark Saber.

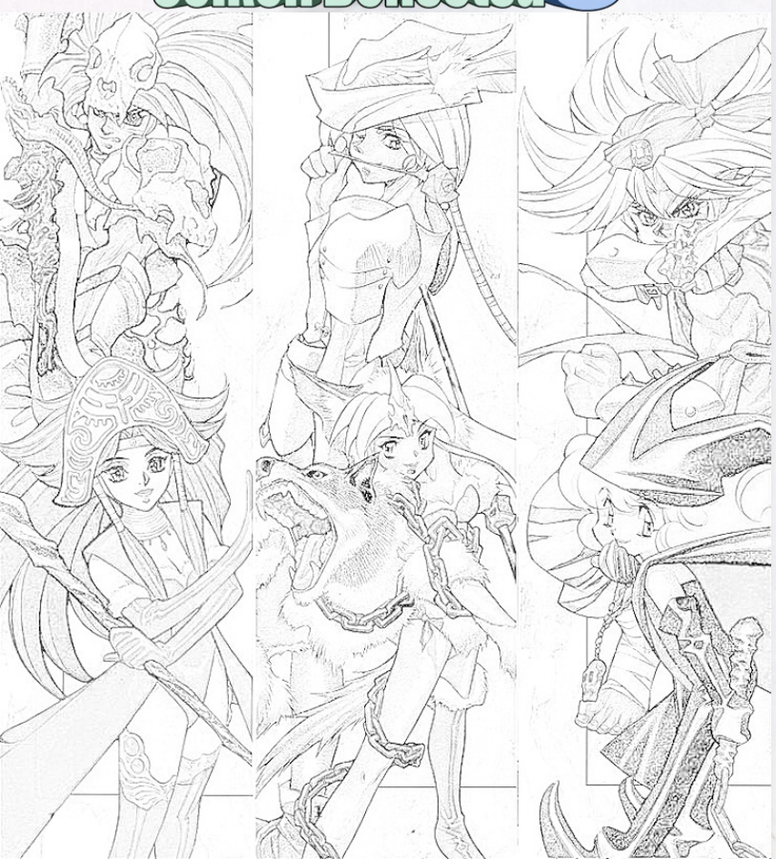

monster
MONSTER
The important point in the war, the lack of light, the important equipment, the decrease in the power of Yuoma, the reason, the appearance of monsters attacking humanity, the monster materials that are essential to grasp at the time, the progress of the talented missionary.
Introducing the monster materials encountered in forests, caves, and castles, all in progress.
聖剣伝説3

Fate has begun to

move, the day of

departure is almost here

Seiken Densetsu 3



PROLOGUE

SUPER FAMICOM

聖剣伝説3

せいけんでんせつ

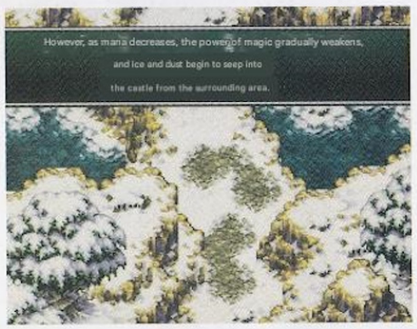
[設定資料集]

SQUARESOFT

legend of mana

Mana is the power that sustains the world. It has existed since ancient times and has maintained the balance of nature as the source of life. Many legends surrounding this mysterious energy are now revived.

Legend of MANA


However, as mana decreases, the power of magic gradually weakens,
and ice and dust begin to seep into
the castle from the surrounding area.

"Death-Eater: The time for redemption has finally come for
the Trump people! The world is beginning to move
dramatically due to fluctuations in mana! Now is your chance! Uhi...

(Top) As the power of "mana" dwindles, it begins to affect the natural world. Many countries are also facing crises due to environmental deterioration. (Bottom) Taking advantage of the chaos, many countries emerge to invade other countries.

source of mana

goddess of mana

Goddes of MANA

The creator of a world that lives in legend

〈Legends tell〉

A distant legend from a time when the world was still shrouded in darkness...

During a dark age, eight "Divine Beasts" were in power, the embodiment of evil. It was the "Goddess of Mana" who rose up to dispel the darkness and bring back the light. With the "Sword of Mana" in hand, which repels evil with its holy power, the "Goddess" sealed all of the "Divine Beasts" into "Mana Stones." She then gathered the power of "Mana," the source of all life, and created the world. Eventually, oceans and continents were formed, and new life was born one after another. Of course, among them were humans and spirits who inhabit the present world. And then, having completed her mission, the "Goddess" transformed into the "Tree of Mana" and fell into a long slumber in the sacred land...

The legend became a distant tale, and more time passed...

If the Mana Tree withers, the power of Mana will decrease, and the seal on the Mana Stone will weaken. Eventually, someone will revive the Divine Beasts, and the world will come to an end.

Symbol of Mana

mana stone

MANA Stone

The legendary keystone that holds the fate of the world in its hands

left all over the world,
The legend of the "Goddess
of Mana." The "Mana Stone"
In particular, the legends
written about the "divine
beasts" are all true.
If the power of the "Mana Stone" is
misused, the seal will be broken, the
"Divine Beasts" will be revived, and the
world will once again be covered in darkness.

<The Legend of the Mana Stone>

the goddess sleeps in a sacred place

The ancient divine beast
dwell in stone

The power of mana is channeled from that
stone and brings great prosperity.

When the eight Mana Stones are gathered
together with deep sadness and determination,
the door to the sacred land will open.

fairy

Fairy

▶ • When you become one with the adventurer, the path opens up

"Fairies" are beings that embody the power of the "Tree of Mana." By themselves, they are too weak to fully fulfill their mission. Therefore, they must unite with adventurers worthy of saving the world. This allows them to remove various obstacles and borrow the power of the spirits.

▶ • Messenger of "Mana" who tells of the world's crisis

Long ago, the Mana Goddess fell asleep and transformed into the Mana Tree. After many years, the Mana Tree reached the end of its life and, just before it withered, emitted four rays of light. The rays took the form of fairies and set out on a journey as messengers to save the world from the strange events caused by the decrease in Mana.

[The fairies are about to take flight in front of the Sword of Mana, which lies dormant in the holy land.

[In places where the path is broken inside the cave, it exerts the power to temporarily levitate people.

8 spirits

8 Elementals

Moon Spirit
Luna

Fire Spirit
Salamander

Earth Spirit
Nonimu

Will o' the
Wisp, the Spirit of Light

Water
Spirit Undine

Dryad, the
Tree Spirit

wind spirit gin

Black Spirit
Shade

[With the guidance of fairies, spirits lend their strength to adventurers. Magical power is one example of this.

[Magic is activated by the power of the spirits. Each spirit has different attributes, which have different effects.

▶ • Servants of Mana who control the balance of nature

Spirits are the embodiment of the eight elements that make up the natural world. The balance of nature is constantly maintained by the spirits guided by the power of "Mana," and they also serve as guardians of the eight "Mana Stones."

Messenger of Mana ..... **Messenger of MANA**

A heartwarming story.

After that, 6th place youth development

The unity of the times.....

man appears, grows uncontrollably, and is peaceful.

In the middle of a war, a 6th place young

A parallel and devastating battle.

6 pieces of great country winding conspiracy.

TRIANGLE STORY

The evil forces of a powerful country are operating in the dark in relation to each country.

There are 6 countries in the world, officially deployed invasion battle. Ali-Dina, the wild beast kingdom, Naba-A's three strong countries, proactive attack, Buddha's Erkina, Wei Di'er, Loulan's special neutral country, and invasion to stop the forces of law. There were three powerful forces behind the scenes, and then the evil forces were manipulated.

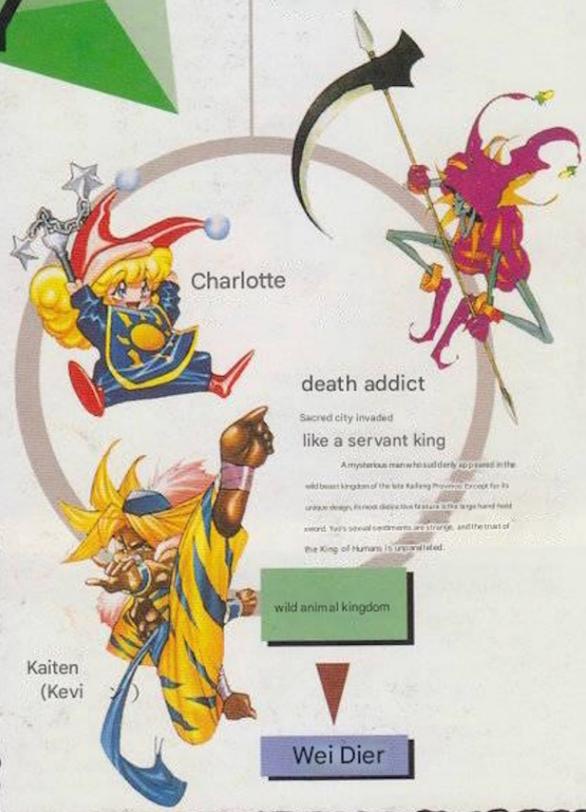
Therefore, the evil forces are the true enemy, and of course, the true evil of the post-shogunate era is essential.

invasion

Humanity's grudge against the exploiters, Xiangwei Di'er's expansion of aggressive actions

In front of Yuo, humans suffered human persecution, and lived in the microlit night forest. The opportunity to return to the enemy, such as the presence of evil people, is due to the fact that the number of horses has decreased recently.

He is the first to invade the holy city, which supports the people's hearts.



Charlotte

death addict

Sacred city invaded

like a servant king

A mysterious man who suddenly appeared in the wild beast kingdom of the late Kailong Province. Except for its unique design, its most distinctive feature is the large hand-held sword. Yao's sexual sentiments are strange, and the trust of the King of Humans is unparalleled.

wild animal kingdom

Kaiten (Kevi

Wei Dier

Akira Dina

Buddha's color

Dirou (Duran

Anjula

Crimson magician Yuo is in danger of decreasing magic power, and is a magician who is the queen of seduction and deception. ○

He is a magician from the magic kingdom of Ludina, where he was born. She is as good a magician as she was before, however, she is a very powerful and threatening queen. It's not a mistake, but it's a secret. ♔..... ○

Queen Riyuki of the Guardian Extremely Cold Lands

Deploys Invasive Action

Queen Yuri ruled the magical kingdom of Asia Ludina, the main thing was the queen's use of Umanaishi's power to gain magical power, and the exhibition of envoys of the kingdom. It's still a very cold place, but the weather is warm. Unfortunately, the number of Yuoma Naishi decreases, and the magic power used decreases, and when the ice falls, they once again enter the territory to rule. This is where the Crimson Lotus Magician Tenesho, who is present in various places, also officially deploys invasion action.

Yuo's demonic hands invade the desert fortress, changed by the robbers of Naba Asia

The band of robbers is a group of righteous bandits who respect others, do not make mistakes, and are just leaders. Yuoya is a good merchant who goes to the desert to attack the party, and his style is that of a robber who has completely disappeared. Due to the lowering of the water level in Green Island, it was planned to be abandoned as a mid-desert fortress, and in addition, it was necessary to build a special Nabaya Kingdom.

lisa (lease)

heroism (Hawkeye)

The leader of the beautiful desert kingdom, the kingdom of construction, and the expanding battle.

The leader of the bandit group, the leader of Namba, was the leader of the robbers, and the mysterious girl of the kingdom, who was the leader of the bandit group, and the mysterious girl of the kingdom who was planning the invasion.

Nabaa

Loulan special

world map

World Map

A stage for adventure where six great powers flourish

A world created by the "Mana Goddess" and nurtured by the power of "Mana." Humans and spirits have built a civilization over the ages. However, just as it has reached the height of its prosperity, it is now heading toward its end. The key to this fate lies in the hands of three powerful nations and three neutral countries. The actions of these six great powers will have a major impact on the power of the "Mana Stones" and "Mana."

A wide variety of transportation options

• Unique characters back up

↑ Movement is in 3D. Splash
The way they swim is adorable.

A variety of means of transportation are essential for traveling through the vast world. Outside of fields that can be traveled on foot, you will need to borrow the help of unique characters that are unlike any other. This allows you to enjoy the fun of moving freely not only on the sea, but even in the air. This is also a feature unique to "Seiken Densetsu 3."

TRANSPORT OF SEA sea

booth caboo

Is it a turtle or a penguin? A mysterious creature that moves freely across the ocean. It can be summoned using a certain item. It can go anywhere on the ocean where it is possible to land.

liner

Ferries operate between specific towns. They can only travel along fixed routes. Still, the benefits of being able to expand your range of travel at a low cost are significant.

↑ (Top) Pay the boatman and board the boat.
(Bottom) Movement is on a 2D screen. Also, you can only move automatically along a set route.

TRANSPORT OF SKY sky

Flamy

A legendary white sacred beast said to be a messenger from God. Using an item called the "Wind Drum," you can summon it at any time. This means you can virtually travel anywhere in the world.

Movement can be done in 3D or 2D with a top-down view. The overall map is displayed in the upper left corner of the screen, and your current location is displayed in the upper right corner. This means you won't get lost even while moving.

↑ He climbs into the back of the cannon as if loading a shell. He's a real human cannonball.
↓ He's launched high into the air and keeps spinning until he hits the landing point.

↑ The three are launched with force immediately after Bonboyaji presses the switch.

cannon shop

It can be fired from a cannon placed in a specific location and sent to a specific point in one go. The Bon Voyagee family, the cannon makers, have established a network around the world.

TRANSPORT CREATURE

The ever-changing time and day of the week

- Time always elapses in real time

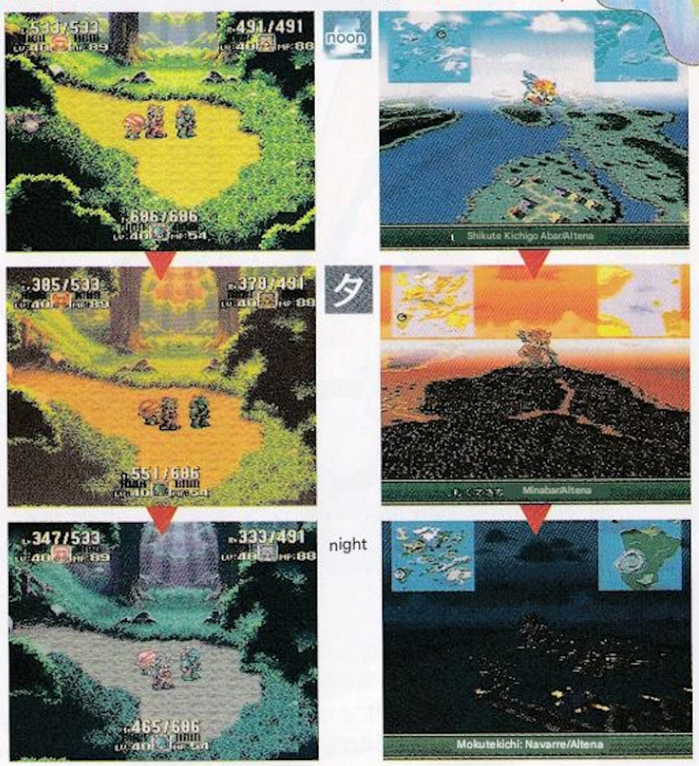
The world of "Seiken Densetsu 3" is characterized by the clear concept of "time." You can feel this sensation on the field as the scenery changes. The flow of time affects many things; for example, certain monsters become stronger at night. Also, in certain towns, there are shops that are only open at night. The difference between day and night is one of the fun aspects of the game.

Will-o'-the-Wisp govern the daytime

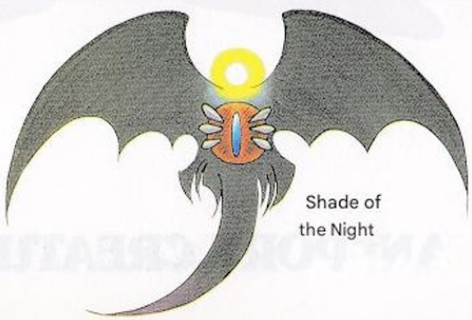
The colorful flow of day and night

on the field

on the world map



During the day (light), the light spirit Will-o'-the-Wispka has an effect, and during the night (darkness), the dark spirit Shadeka has an effect. The effects of magic change depending on the time of day.

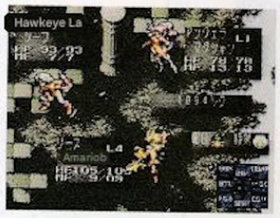


Shade of the Night

The flow of days of the week affected by the power of the spirits

The world of "Seiken Densetsu 3" is not just about time. There is also a "week" consisting of seven days. The days of the week, symbolized by the fairies and six spirits, represent the days that are influenced by them. For example, on "Luna Day," the effects of lunar magic are enhanced, and monsters with lunar attributes become stronger. The relationship between the days of the week and attributes is also an important element.

The time and day of the week are displayed in the spirit icon. → The menu screen is always



luna day

This is the day when you can receive the mysterious power of the moon. Moon magic and moon-element monsters become stronger.

Dryad Day

This is the day when you can receive the power of the great trees. Tree magic and wood-element monsters become stronger.

salamander day

This is the day when you can receive the power of intense fire. Fire magic and fire-element monsters become stronger.

gin day

On this day, you can receive the power of the wind in the atmosphere. Wind magic and wind-element monsters become stronger.

Undine's Day

This is the day when you can receive the profound power of water. Water magic and water-element monsters become stronger.

gnome day

A day when you can receive the power of the vast earth. Earth magic and earth-element monsters become stronger.

→ If there is a significant change in the power of magic, you can see which attribute is advantageous or disadvantageous.

Feast of Mana

It is also called Fairy Day. It is a day of rest, and no elemental powers are affected.

New motion battle

A new generation battle system that is easier to use and more exhilarating

Another feature is the series' unique motion battles. "Seiken Densetsu 3" features new functions such as a semi-automatic system and count-up special moves, promising more advanced battles.

Semi-automatic system that instantly

switches between two modes

manual

Normal battle where the player controls the battle

By holding down or releasing the A button, you can switch between two battle modes. In Manual, the player controls the main character and fights.

◆Tense battle mode. Only the main character needs to be controlled.

auto

Automatically act by holding down the A button

While holding down the A button, the game will automatically switch to auto mode, where the main character will automatically attack and defend depending on the distance to the enemy.

In auto mode, there's no need to press any buttons. You can set how you want to fight by specifying actions.

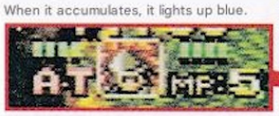
↓Auto mode is active while the AT mark is lit at the bottom of the screen.

Charges power when hitting an enemy.

←When you hit an enemy, the count gauge fills up by one. ↓When the gauge is full, it changes color, meaning you can use a special move.

The improved special move system is also noteworthy. Each time an attack hits an enemy, a power gauge fills up. When the gauge is full, a special move can be unleashed with a single press of the B button.

↓Count gauge at the bottom of the screen. Power When it accumulates, it lights up blue.



His refined skills shine as he makes full use of his favorite weapon.

Special move

A special move is a powerful blow that is unleashed after building up power. As your character grows, you will be able to use more advanced techniques.

↓Vacuum Sword. A technique that creates a vacuum with a rapidly rotating sword, causing countless Kamaitachi to fly out into the air.

↑ Pink Typhoon. Pink hearts fly from the staff, causing confusion and damage.

→Star Attack. A technique in which condensed energy is gathered at the tip of the sword, transformed into the shape of stars, and fired in rapid succession.

↑Flash Sword. The sword stores high-temperature power and releases it all at once to attack all surrounding enemies. ←Magic Circle Slash. Moves at blinding speed, drawing a magic circle to slice enemies into pieces.

tactile realism

ВІТТАЯ ИОГТОМ

MOTION BATTLE

A dynamic monster

Creatures living in the natural world have also been affected by the fluctuations in mana.
Keep an eye out for the diverse movements of the vicious monsters that attack you.

rabbi

A rabbit-like monster that appears early on and is found widely distributed around the world.

myconide

This is the violent form of the Matango mushroom people. They can use their umbrellas as weapons and shoot spores.

goblin

A typical demi-human race. They usually sleep, but when an enemy approaches, they suddenly wake up and attack ferociously.

Poron

A demi-human race that lives in the mountains and forests. Though small in stature, they are first-rate hunters who use their whips to bring down their prey.

Sahagin

A species of half-fishman that came to live on land. They are adept at using harpoons, which they throw at their enemies and pierce deeply into them.

duck soldier

A group of duck soldiers who excel at swarming. Through repeated combat training, they have become able to use a variety of weapons.

ACTIVITY MONSTER

Character Guide

A grand prologue woven by adventurers

The world is losing its balance of mana power. Finally, the long peace is broken, and evil conspiracies run along with dark clouds. The fate of the six adventurers also begins to move. Now, the time has come for the chosen few to make a choice.

If it's something dangerous, I have to protect it!
47/59
However, Kwin also begins to show kindness and compassion after meeting Karl, a little wolf who was left
77/84
Come here, worthy villain...
Where there is light, there is also shadow.
Madou: "It seems that you are proud of being the master of this worldly skill, but I realize how little you know about yourself..."

NATION ~Duran's Hometown~

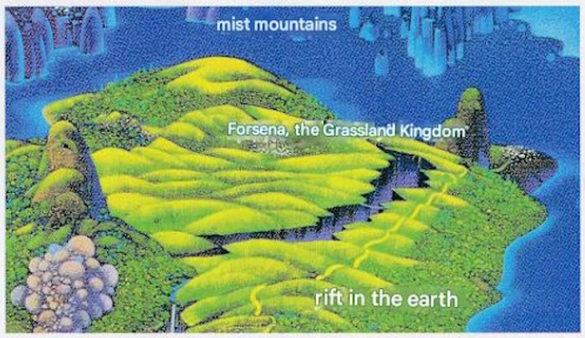
grass

Grassy Kingdom, Forsena

Forsena, the Grassland Kingdom

Forsena

surrounding map



A country of swordsmen protected by natural fortresses

HistoryHISTORY

It is located in the west of the continent of Fa-Zard, protected by the Mist Mountains in the north and a rift in the earth in the south. The previous king lost his life in a battle with the Dragon Emperor, the king of dragons. In order to avenge his death, Prince Richard and the Silver Knights challenged the Dragon Emperor and successfully defeated him. After that, Richard inherited the throne and became known as the "Hero King" with respect from the people.

KEYWORD▶Swordsmanship Tournament

A tournament in which many mercenaries participate and compete with their prized swords. Anyone can participate regardless of social status or age. The winner is cheered by everyone as a warrior who has mastered the sword of Forsenaar.

KEYPERSON [Related characters]

hero king richard

A nickname for the King of Forsena. He also serves as the leader of the Silver Knights.

golden knight loki

Duran's father and the former leader of the Silver Knights. He went missing during the battle with the Dragon Emperor.

wendy

She is just as strong-willed as Duran. She sometimes encourages her brother and supports him from behind the scenes.

PROFILE Profile

Class: Fighter

年齢……17歳

Height:……175cm

body weight……70kg

Mastering the art of the sword

proud warrior

main character……MAIN CHARACTER

duran

Duran

He is the son of Loki, who was the leader of the "Silver Knights". He became a mercenary to improve himself, and his sword skills, inherited from his father, are highly regarded as "Forsena!" However, his hot-headed personality and his competitive nature make him a dangerous man among his fellow mercenaries. He has a deep respect for the "Hero King", his late father's best friend, and is a man of strong patriotism.

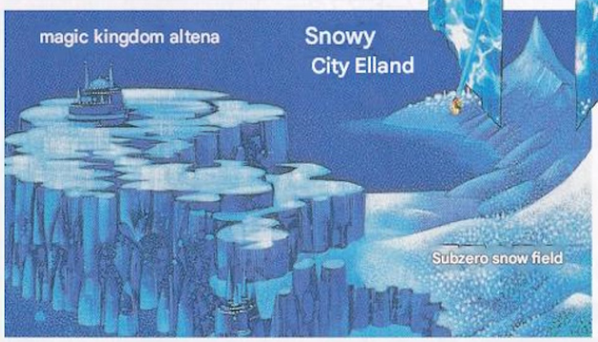
FIGHTER Fighter

NATION ~Angela's Hometown~

魔族 demon

magic kingdom altena Magic Kingdom, Altena

Artena
surrounding map



▶ -A country that thrives in the frigid cold and is isolated from the outside world

History HISTORY

A frigid land located northwest of the continent of Winded, at the northernmost tip of the world. The climate is always cold, and during the winter months, when blizzards hit, the country is completely cut off from the outside world. All of the country's queens have been magicians, and a magical culture centered around them has spread throughout the country. Before the country was founded, the indigenous Sahagin tribe, half-fishmen, lived here. However, due to the threat of their magical culture, they are now subjugated.

An ice castle that has continued to thrive by manipulating the environment.
Snowy plains, trace amounts of "mana" have crystallized. → (Left)
You can see the tower of crystal trees that has formed. (Right) in the

"Thanks to the Queen of Reason, Arutena has always been warm
and spring-like, but the cold weather has caused the flowers ・・・
to bloom to their fullest. The Queen caught a cold?
53/53

←People who respect the Queen. However, Their fate depends on the power of the Queen.

KEYWORD ▶ Water Mana Stone

The reason they thrive in this frigid land is thanks to the power of the Queen of Reason. Her incredible magical power, derived from the Water Mana Stone, allows her to freely manipulate nature.

アンジェラ

main character ..... MAIN CHARACTER

angela

Angela

She is the daughter of the Queen of Reason and is effectively a princess. However, under the Queen's dictatorial regime, she has almost no real power. On top of that, she was raised strictly by her biological mother, the Queen. Her passionate and sexy appearance, which is more than what one would expect from a young girl, and her flamboyant words and actions are particularly eye-catching. Her personality is also volatile, and it is not uncommon for her to clash with others. All of this is a reaction to her starvation for love from her mother.

Daughter of the Queen of Reason, who possesses great hidden magical powers.

● PROFILE Profile

class ・ ..... magician
Age: 19
Height: 165cm
Weight: ..... 48 kg

KEY PERSON [Related characters]

queen of reason
Change the environment and maintain the country
As a divine figure, he holds all power.

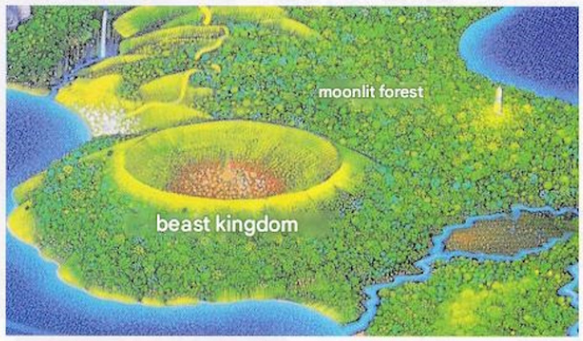
MAGICIAN Magician

NATION ~Kevin's Hometown~

Field 獣

Beast Kingdom

Beast Kingdom
Area Map



・The jungle where the oppressed gathered and lived

History

A nation of beastmen living around the Moonlit Forest, which was founded not long ago. Originally, the beastmen's hierarchical relationships were determined solely by power, so they did not take organized action such as founding a nation. The current king, the Beast King, was the one who brought these beastmen together. His charisma united the beastmen and gave them the strength to build a nation. His military power is great, and he is now a major force on the continent.

Beast Kingdom is surrounded by a dense forest. commands the Beast Kingdom. — [Right] The is a constant dim space. (Left) The Beast King entering it, and the sunlight surrounding it is always dimly lit, with the Beasts rarely The castle of the kingdom, its imposing structure

KEYWORD Beastmen

A humanoid race that lives in the moonlit forest and has been oppressed by humans. They look just like humans during the day, but when exposed to moonlight, their wild side awakens and they transform into beasts, greatly increasing their fighting ability.

ケヴィン

Main character..... MAIN CHARACTER

kevin

Kevin

Kevin is the only son of the Beast King who rules the Beast Kingdom, and is half-human to his mother. Ever since his mother disappeared when he was young, Kevin has tended to close off his pure heart. The Beast King has trained him to be a ruthless, ruthless fighting machine, and as his successor. As a result, he has well-toned muscles that are beyond his years, and gives off a mature impression. Perhaps because he did not receive love from his mother and was pushed away by his father, he is bad at communicating and dislikes people. He is also not good at talking, and is easily misunderstood.

A warrior with a fighting instinct who shoulders loneliness

PROFILE Profile

クラス…… ・・・・Grappler
Age: 15 ……
Height: …… 170cm
Weight …… -73kg

KEYPERSON [Related characters]

Beast King

The king of the Beast Kingdom, who united the beastmen with his overwhelming power and leadership.

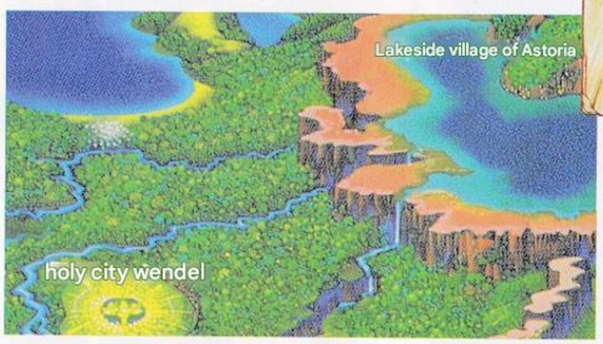
curl

A motherless wolf pup who became close friends with Kevin due to their similar circumstances.

GRAPPLER Grappler

holy king

The Holy City, Wendel

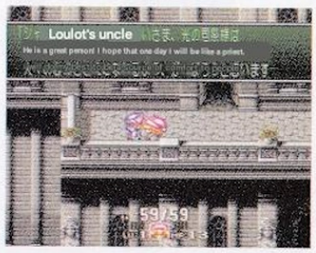


Wendell area map

・A religious city where believers from all over the world gather

History

A huge city located in the center of the continent. A holy city ruled by priests of "Mana." A temple to the "Goddess of Mana," who once saved the world, was built on this land, and believers gathered there from all over the world. It has since grown into the great metropolis it is today. The people who live in the city lead pure and righteous lives, adhering to the teachings and laws of their gods.



—(Right) Inside the city of Wendel.
(Left) The Priests of Light are trusted by the monks of the city.

KEYWORD▶Temple of Mana

In gratitude to the "Goddess of Mana" who created this world, the people built the gigantic "Temple of Mana" here. It remains the central administrative location of the Holy City even today.

KEYPERSON [Related characters]

priest of light

The leader of the holy city of Wendel. Only those with natural talent and who have undergone rigorous training and trials can inherit this honorable title. The current leader is the fourth generation.

heath

A young and talented elite priest of Wendell, he is highly respected by the Priest of Light and dotes on Charlotte, who has no parents, like his own little sister.

Main character..... MAIN CHARACTER

charlotte

Charlotte

She is the granddaughter of Wendel, the Priest of Light. At first glance, she appears to be a young child, but this is because Charlotte has fairy blood. In fact, she is a "married" girl of 15 years old. Her parents are no longer with us. However, she never shows this side of herself, and is innocent, friendly, and cheerful. She also loves to talk, and is easily interested in many different people and things. She brightens the hearts of those around her, and is well-liked by everyone.

●PROFILE Profile

Class: Cleric Height: 132cm

age..... 15 years old weight 30kg

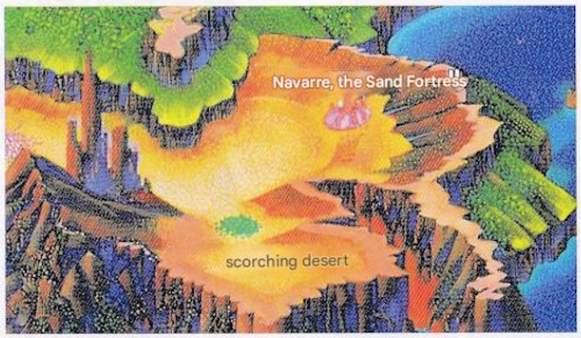
CLERIC Cleric

NATION ~Hawkeye's Hometown~

sand

Navarre, the Sand Fortress　Sandy Fortress, Navarre

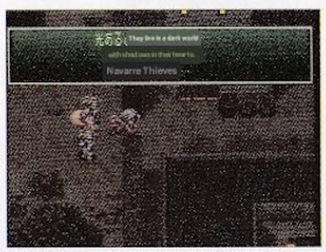
Navarre area map



▶- A desert fortress under the scorching sun

History

A scorching desert stretches southeast of the continent of Fa-Zard. In this vast desert lies Navarre Fortress. Bandit gangs that once dotted the desert have expanded their influence from the fortress as a base. They began stealing treasure from powerful people who used money to get their way and giving half of it to the poor. Recently, the bandit gang disbanded and declared the founding of a kingdom. Since then, suspicious activity has been observed.



natural fortress towering over the desert. at night is closed with a sturdy door. — (Right) A (Left) The entrance where they operate silently. The thieves. They move as lightly as the wind.

KEYWORD ▶ Navarre Bandits

Widely known as heroes among the common people, many of the members of the group are orphans who were separated from their parents at a young age, and they look up to their leader as if he were their own father.

main character ····· MAIN CHARACTER

hawkeye

Hawkeye

He is a member of the Navarre Bandits, a group based in the desert. He was picked up by the leader at a young age and has been raised with his children ever since. He is a beautiful boy with a cheerful and humorous personality. He always has a joking attitude that makes it hard to tell whether he is serious or not, but he has a strangely strong friendship. He is a romantic, and not only is his appearance refined, but his words and actions are also very refined. He also has a slender, supple body and spring-like muscles, and boasts outstanding explosive power. His sharp eyes never let his prey escape his sight.

A humorous romantic with sharp eyes

●PROFILE Profile

class···· ·····シーフ
Age: 17 ·····
Height: ····· 178cm
Weight ····· ~68kg

KEYPERSON [Related characters]

Flame Khan

His name comes from the fact that his figure shimmers in the heat as he stands in the desert, making him look like the king of fire. King of Thieves.

eagle

Flame Khan's son and the next leader candidate. He grew up with Hawkeye like a brother.

jessica

Eagle's younger sister. She has had a crush on Hawkeye, who has treated her like a real sister since they were little.

THIEF

NATION Reese's hometown

風 wind

Windy Kingdom, Rolante

Wind Kingdom Roland

Roland area map

▶A beautiful mountain city protected by the wind and women

History

Since ancient times, Mount Bastok has been home to a guardian deity, and the Amazons, an all-female army that serves her, have maintained peace. When an enemy once invaded the mountain, the warrior Joster risked her life to protect the land. After his victory, the patron deity "Father of Winged Ones" appeared before the people for the first time and gave them an oracle regarding the founding of the nation. Joster married Minerva, the commander of the Amazonian army, and the Kingdom of Roland was founded in this land.

KEYWORD Father of the Winged One

The guardian deity of the sky and mountains, who resides at the peak of Mount Bastok. She is said to open her heart only to maidens, and as such is protected by an all-female army known as the Amazons Corps.

world. —The castle is built on a steep mountainside. Jostar, who is said to be blind but can see through the The castle is protected by the majesty of King

← blowing around the kingdom to protect the castle. inside the castle that controls the wind, and wind is constantly Only the royal family can use it. There is equipment

lease

KEYPERSON [Related characters]

King Jostar

Reese's father. He married Minerva, the commander of the Amazon army, and founded a country. He was injured in an eye during a battle.

Elliot

Rhys' younger brother. The king's only son, born to his mother, Minerva, at the cost of her own life.

Minerva

Reese's mother. She founded Roland together with Joster and was the kingdom's first queen.

A strong will and cool heart hidden behind a cute appearance

main character

lease

Riesz

Although she retains the appearance of a young girl, she has a strong personality and a strong sense of responsibility. From a young age, she admired the Amazon army led by her mother and would defeat boys with stick fighting. However, her mother died shortly after giving birth to her younger brother, Elliot. For her younger brother, who would never know his mother's love, young Reese vowed to shower her mother with love in his place. She followed her mother's wishes and was eventually appointed commander of the Amazoness Legion.

●PROFILE Profile

Class: Amazoness
年齢……16歳
167cm, ……54kg
body weight ……

AMAZONESS
Amazoness

Confrontation

- Anger at the damage done to the king's dignity and his own pride

A few days after Duran's victory in the sword-fighting tournament, one night, Duran, who was on guard duty at the castle, was awakened by a strong light. What he saw there were the corpses of soldiers, and a man in a red cloak moving as if mocking him. It was the Crimson Mage, a member of Altena. Duran cornered the mage, but he was unable to accept the mage's disdain for him and the Hero King he respected.

Enraged by the insults, even a skilled swordsman cannot win if he loses his composure, and his sword only cuts through the air. He is hit by the magician's magic and is seriously injured. Duran loses his pride in an instant and spends his days drowning in alcohol. However, he recovers with encouragement from his sister Wendy, and sets out on a journey with the goal of fighting the magician again.

QUEST [Purpose]

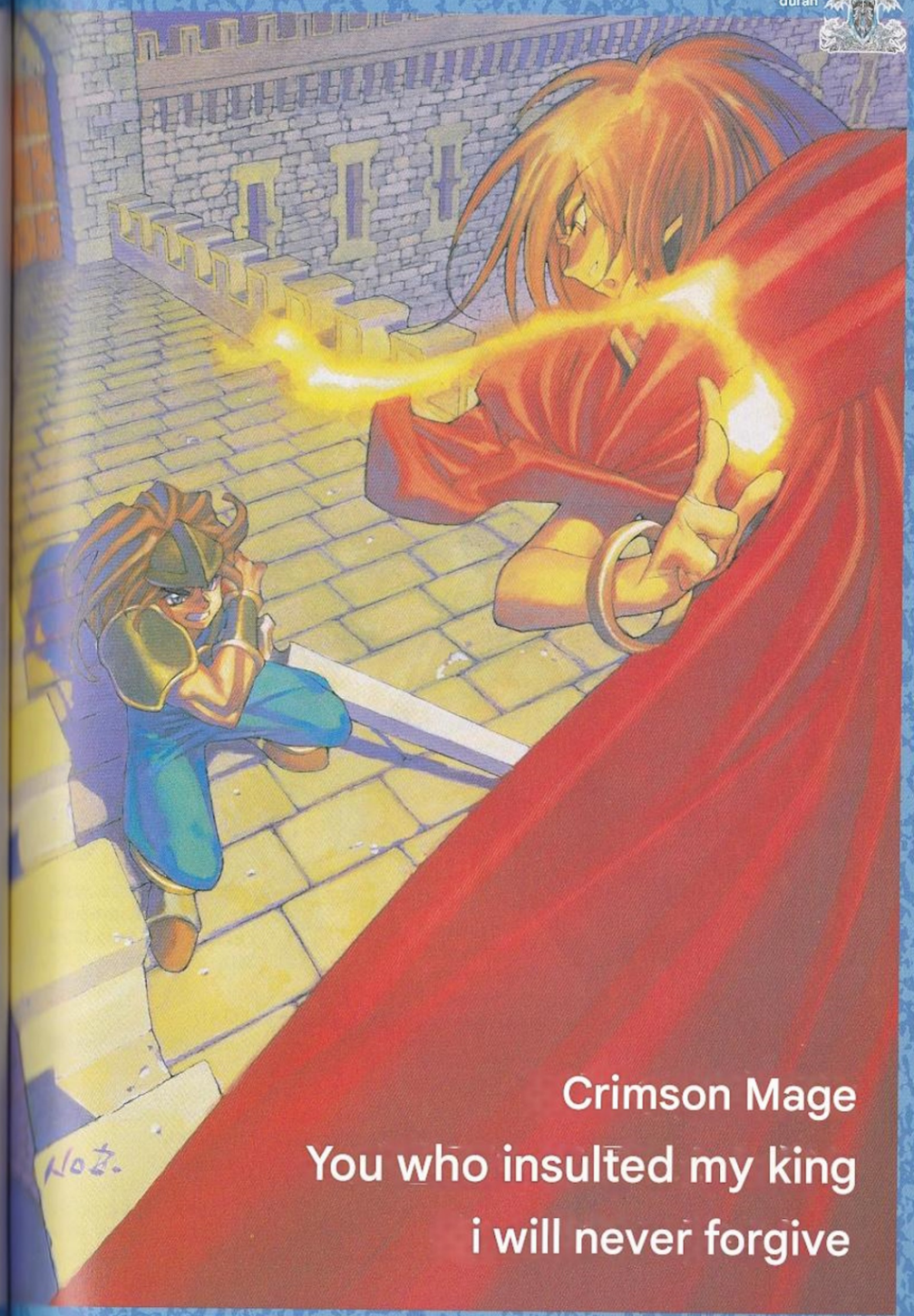
He retrains himself and faces off against the Crimson Mage again.

Duran: Just watch me, Crimson Mage! I want to become stronger... I want to become stronger than anyone else, and... I will definitely win!
52/80
LV: 1
MP: 5

1 The final of the sword-fighting tournament was a match in front of the Emperor. Duran's opponent was Bruiser.

2 The Crimson Mage moves as if he has no substance. Duran, who has lost his sense of judgment due to his rage, is no match for him and is defeated by his magical attacks.

3 Hoping to become stronger, he embarks on a journey to improve his mental and technical skills, with the ultimate goal of, of course, defeating the Crimson Mage.



EMOTION ~Angela's Departure~

disappointment

- The sadness of a princess who was abandoned and nearly killed by her own mother

Angela had been wondering about her mother, the Queen of Reason's attitude towards her. Was it because she was prioritizing her duties as queen over her position as a mother? Or was it because, despite being the daughter of the queen, she was a magician who couldn't even use magic properly? No matter how much she thought about it, she just couldn't find the answer. Moreover, she had a close aide who was a magician with a red lotus magician.

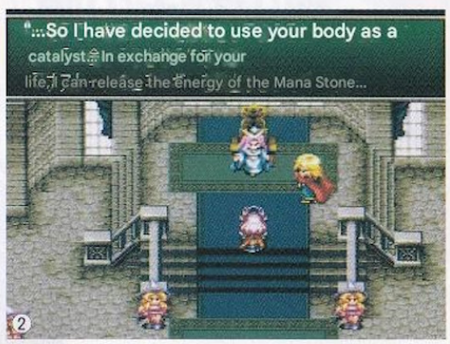
Since then, the Queen's words and actions have changed even more. She has increased her military strength and is planning to invade other countries. At this time, an incident occurs to Angela. The Queen proposes to use Angela's life as a catalyst to release the power of the Water Mana Stone. Unable to bear the shock of losing her own mother, her hidden magical powers burst forth along with her destiny.

QUEST [Purpose]

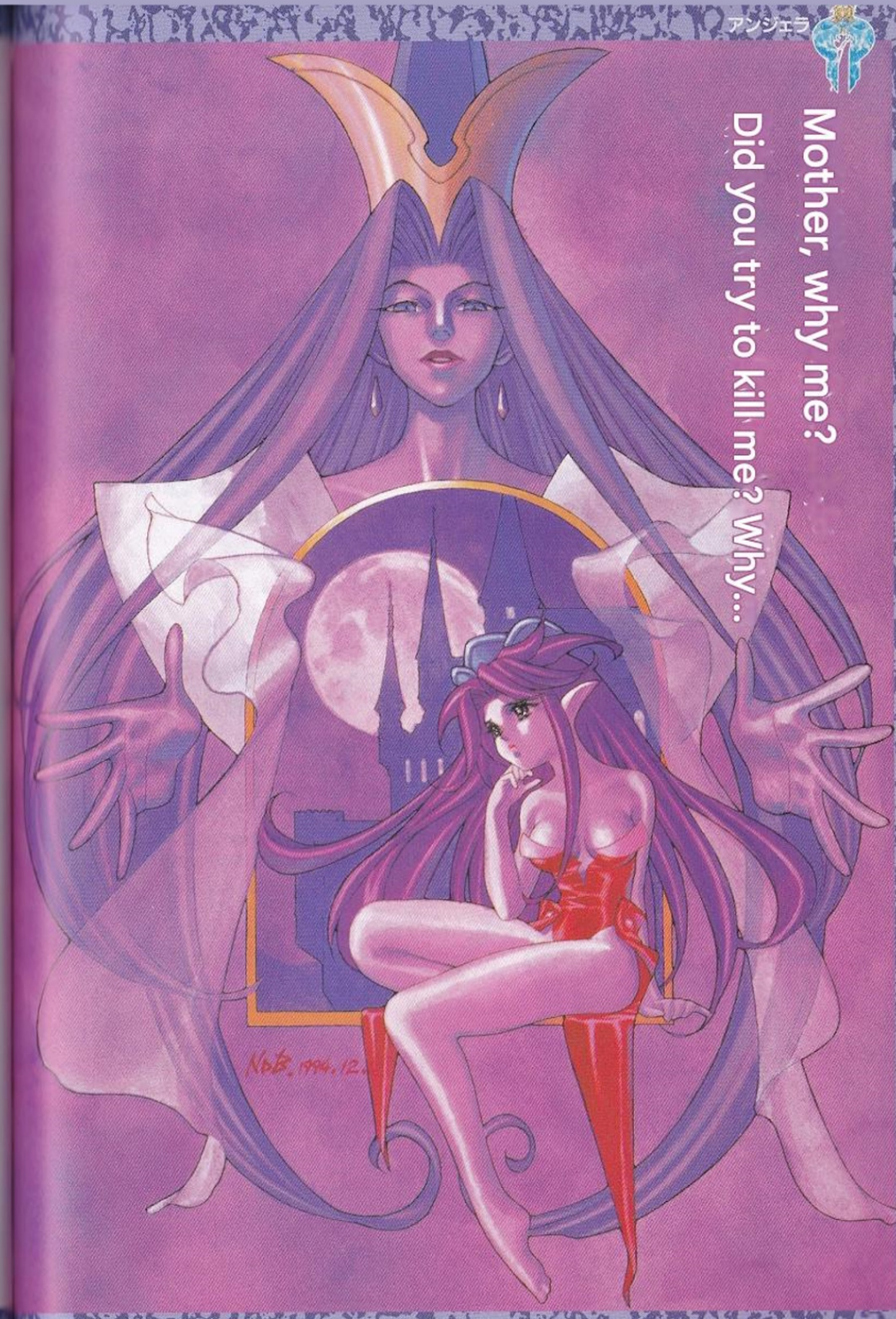
Master magic and make your mother acknowledge your existence

❶ Angela quickly sulks when something doesn't go her way, and continues to act like a spoiled princess every day.

❷ The princess's everyday life comes to an end when her mother, Queen of Reason, changes her mind.



❸ In order to fully master the great magical power hidden within him, he decides to go on a journey of training.



EMOTION ~Kevin's Departure~

Crying

- Tears of regret for killing his only friend with his own hands

The Beast King was steadily preparing for his revenge against humans. What worried him was that his son Kevin was beginning to show signs of humanity. He came up with the idea of using the "Death Eater" to bring out Kevin's wild side. Meanwhile, Kevin was playing with Wolf's best friend, Karl, as usual. Both of them were in the same situation, without a mother.

Tragedy strikes the two friends who were bound together by friendship. Carl suddenly goes berserk and attacks Kevin, and Kevin is so shocked that his wild side is awakened. He no longer looks human, but a beastman. Carl dies from a powerful blow from Kevin the beastman. Kevin regains his senses and can only weep over Carl's death.

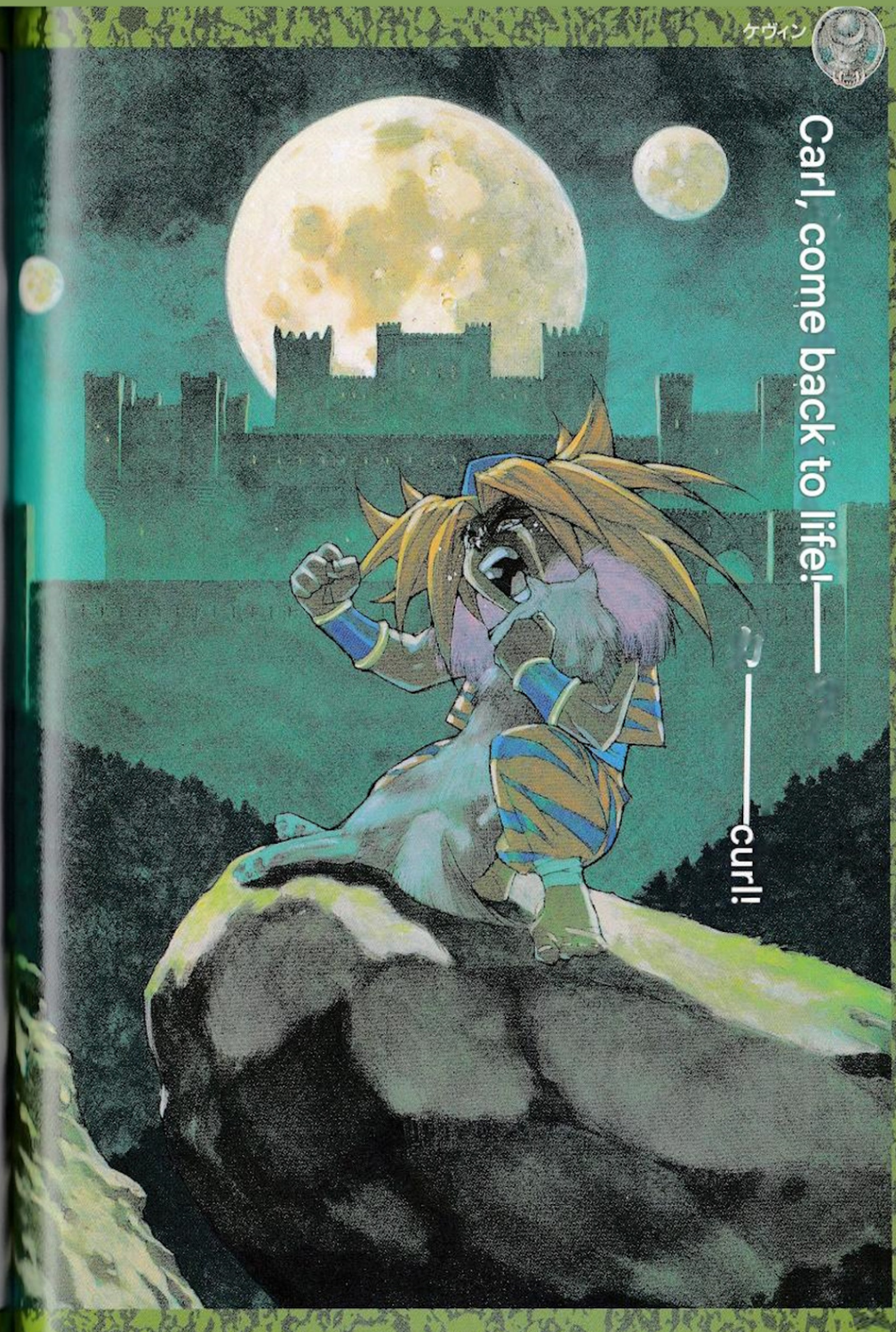
QUEST [Purpose]

Revive the dead Carl and atone for your mistakes

① Carl the little wolf was Kevin's best friend and the only person who could help him feel less lonely.

② He turned into a beastman against his will and ended up killing Karl.

③ The means to bring Karl back to life is said to be found in the holy city of Wendel, which was also the target of the Beast King's invasion.



EMOTION ~Charlotte's Departure~

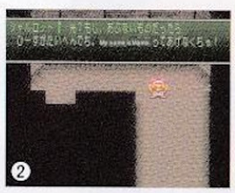
Innocence

A shadow creeping into the holy city shakes the fate of a young girl

On the day Charlotte was tormented by a dream about her deceased parents, Wendell's priest Heath was summoned by the Priest of Light and ordered to investigate strange phenomena occurring around the Holy City. At the same time, strange events caused by fluctuations in mana were occurring all over the world, and Charlotte was keenly aware of their presence. Worried about Heath's safety, Charlotte tried to head to Astoria, where he was headed. However, by order of her grandfather, the Priest of Light, she was forbidden from going outside. Charlotte somehow managed to escape and was safely reunited with Heath. However, her fears were finally confirmed. Heath was suddenly abducted right before her eyes by a mysterious man. Charlotte screamed desperately. Her fate began to change.

QUEST [Purpose]

Find Heath, who has been abducted by a mysterious man



① It was as if the "Goddess of Mana" was directly communicating the strange happenings in the world.

② Charlotte had already sensed the danger that was about to befall her beloved, Heath.

③ Just as they finally reunited, someone was about to attack them.

④ His true identity was the "Death Eater." Was he operating in secret outside of the Beast Kingdom?

EMOTION ~Hawkeye's Departure~

truth

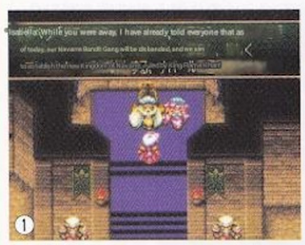
The leader's change of heart and the shock of being framed for the murder of his friend

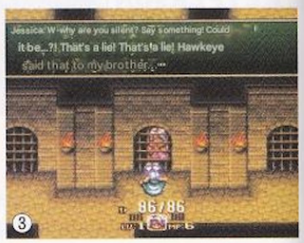
The Hawkeye faction returns to Navarre after completing a mission. Isabella, a close aide to the leader Flame Khan, tells Hawkeye about organizational reforms and plans to invade Roland. Hawkeye is suspicious of the leader's sudden change of heart. The leader's son, Eagle, also has similar thoughts about his father. Hawkeye then heads to the leader's bedroom to find out what's going on.

What the two men saw was Isabella talking to a mysterious man. Eagle, driven insane by Isabella's magic, attacks Hawkeye. Hawkeye blocks the attack with a blow to the head. However, Isabella kills Eagle with magic and frames Hawkeye for the crime. Will he be able to avenge his friend and reveal the truth at the same time?

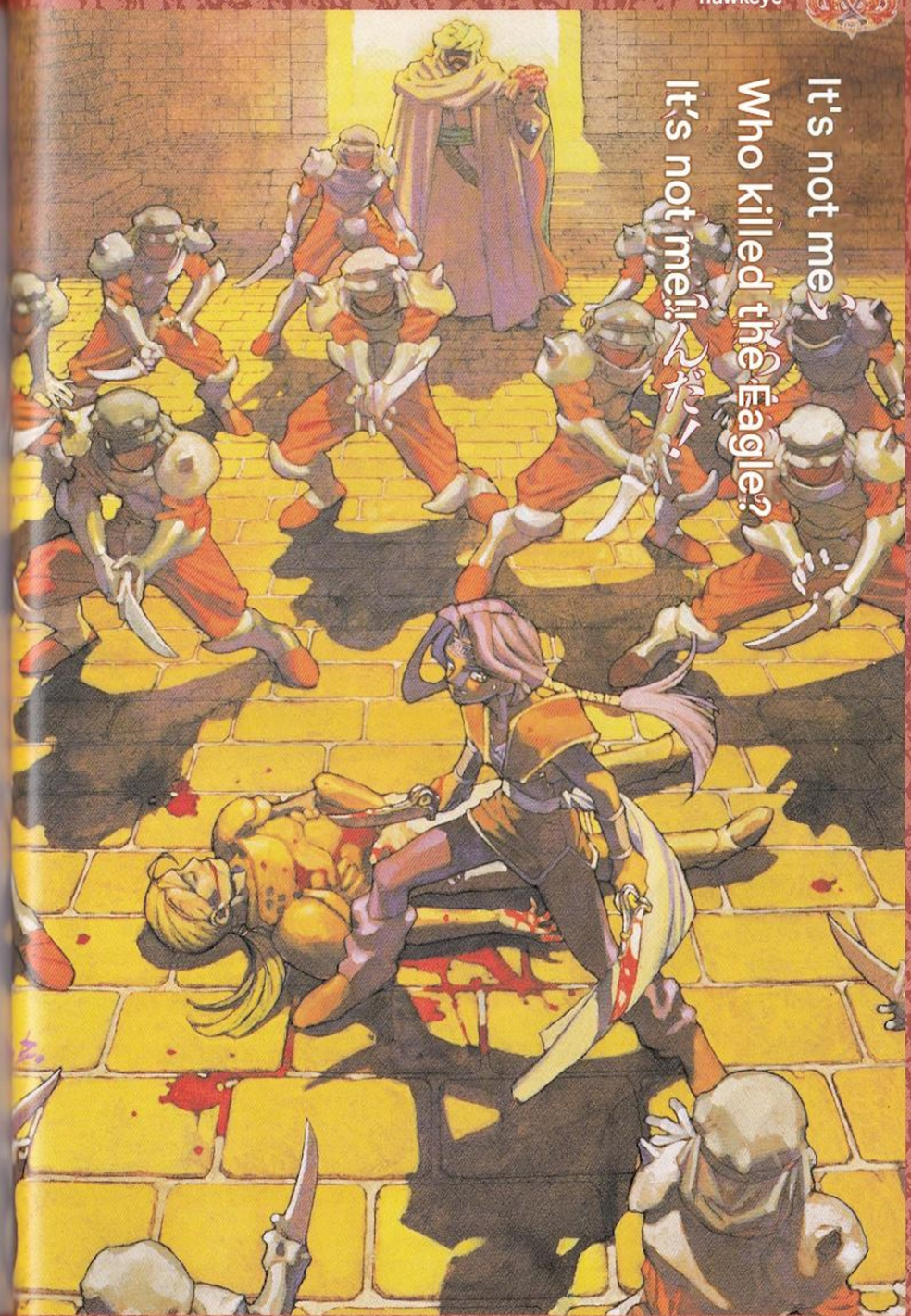
QUEST [Purpose]

Prove your innocence and lift the curse on Jessica





1 The Navarre Bandits, supposed to be allies of the common people, suddenly transform into a powerful military organization. Hawkeye is doubly shocked when his best friend Eagle is killed right before his eyes and he himself is framed for the crime. Eagle's sister, Jessica, cannot believe that Hawkeye is the one who killed Eagle. However, if she tells the truth, a curse placed on her by Isabella will cost her her life.



EMOTION ~Reese's Journey~

revenge

- The tragedy of a princess whose young brother was kidnapped and who lost her father and homeland

The tragedy occurred the day Reese was assigned to guard the mountain range.

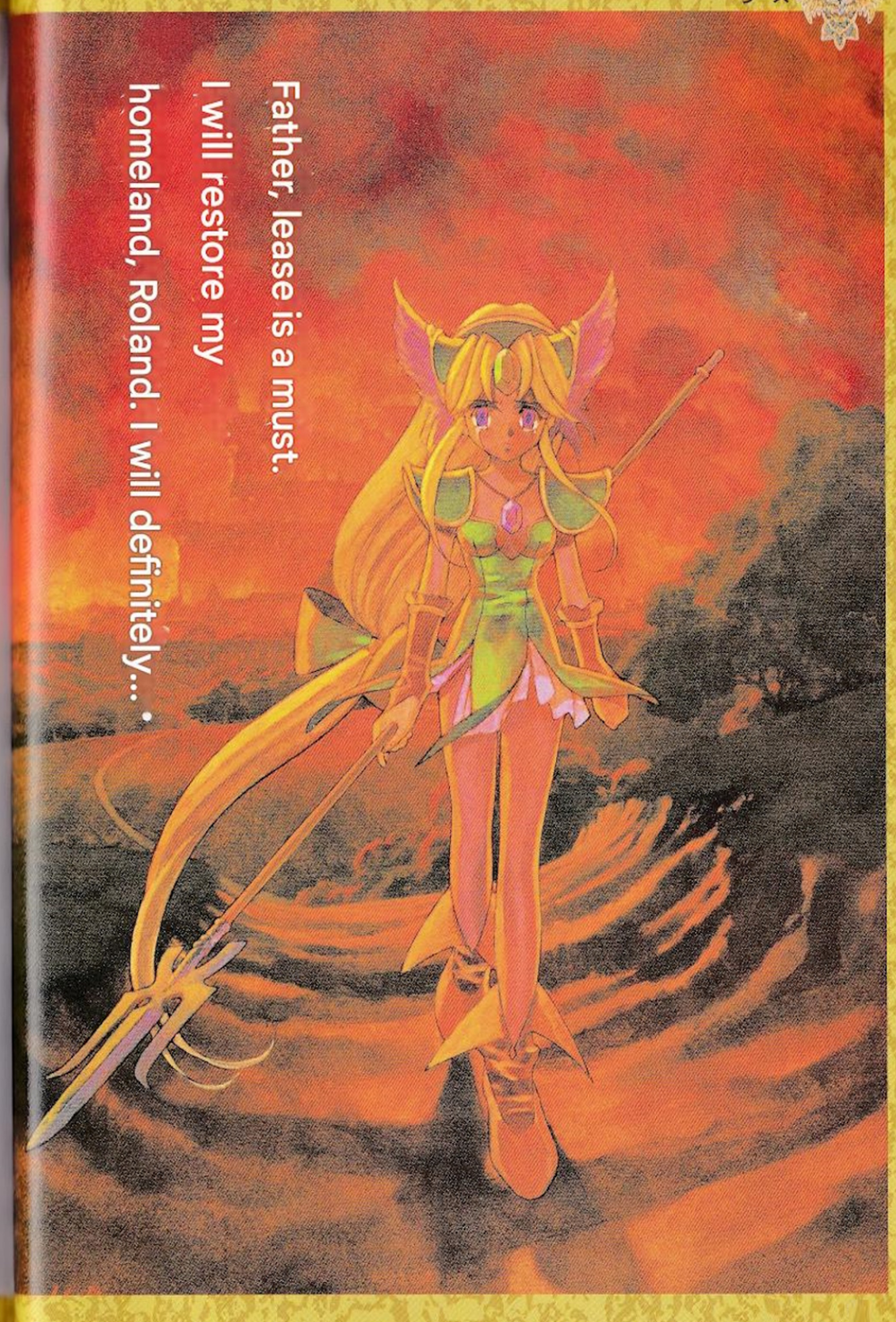
After returning from monster hunting, Reese tries to train his younger brother Elliot in swordsmanship as usual, but no matter how hard he looks, Elliot is nowhere to be found. At that time, Elliot was invited by a mysterious duo who called themselves traveling magicians and were ninjas of the Navarre army.

He plots to seduce Elliot and shut down the wind control device, which is the key to the castle. As planned, Elliot falls for the temptation. By the time Reese arrives, it is too late, and the castle, having lost its key defense, is quickly overrun by Navarre's forces. The king is killed, and Elliot falls into enemy hands. Having lost everything, Reese vows to take revenge on his late father.

QUEST [Purpose]

Rescue his kidnapped younger brother Elliot and rebuild his homeland

Although he was only a magician in name, his talent was still simple enough to attract Elliot's attention. 2) The king was once a brave warrior who had fought many battles. However, without his sight, he had no strength to stand up to the Navarrese army and was easily killed. Shaking away tears, Reese sets out on a journey to take back his brother and his country.



MOTION ~Battle of Duran~

bravery

Duran was born with the qualities of a warrior. He has fighting abilities that make full use of his strength, and can use a sword as if it were a part of his body. He places importance on defense and prefers to wear armor, so you can't expect him to move very quickly. However, once he throws himself into battle, he shows an excellent balance of offense and defense, making him an indispensable presence in increasing your fighting power.

class CLASS

Broadly speaking, there are two trends that can be seen in the warriors' reasons for fighting. This should become clearer after they change class. If they move towards light, they become warriors who fight for those they believe in and those they must protect. If they move towards darkness, they become warriors who fight only to improve themselves.

■ class that can be changed

CLASS1	CLASS2	CLASS3
fighter	Night	Paladin
		Load
	Gladiator	Sword Master
		Duelist

light **SHINING**

darkness **DARKNESS**

←Brave Blade

→ Despringer

↑Paladin

←Duelist

KNIGHT
● night

"Knights who pledge absolute loyalty to their lord and serve him.

His abilities exceed those of a fighter. In order to protect his lord and country, he will not care about his own life. He also goes into battle equipped with a shield to increase his defensive power. He can also use healing magic.

● LOAD

"A knight who believes in this and fights for those he relies on. He is proud and has sincere aspirations, and uses himself as a shield to protect order in the country. However, his offensive power is slightly inferior to that of a Paladin. To make up for this, he has a wide range of healing magic he can use. A warrior with the most balanced offense and defense.

● PALADIN

A knight who has acquired holy powers by training his spirit. He is also called a Holy Knight out of respect. He values honor and oaths above all else, and will sacrifice himself for the weak. In addition to healing magic, he also uses a special magic that gives his sword the attribute of light.

GLADIATOR
● gladiator

A warrior known as a gladiator. He has no interest in honor or loyalty, and finds meaning in life in fighting itself. As he belongs to the dark side, he cannot use healing magic, and he always wields a sword with both hands, so he cannot equip a shield. However, he has stronger offensive power than those on the light side.

SWORD MASTER
●

A warrior who has honed his senses through battle. Although he cannot use healing magic, he has the ability to control the four elements of nature: earth, water, fire, and wind. He is skilled in techniques that add these attributes to his sword, allowing him to exploit his enemy's weak points and create immense destructive power.

DUELIST
● duelist

A warrior who always finds meaning in life in duels. He boasts the strongest attack power of any warrior class. He takes joy in defeating his opponents, regardless of the meaning or purpose of the fight. He cannot use healing magic, but instead has dark magical properties imbued in his sword, increasing his attack power.

~Angela's Battle~

passion

class CLASS

Due to the nature of a magician, he is weak against both light and dark weapon attacks. Using his great magical powers, he can use all kinds of offensive magic. The magic he uses is also very different between light and dark. Light is sourced from the power of the natural world, while dark magic is activated by summoning the power of the demon world.

→Ganbantein

light **SHINING**

SORCERESS

A magician who has grown through training and is now able to use magic in combat. The magic he can use is mainly powered by the spirits, and he is not yet strong enough to directly control the power of nature. He is also unable to use dark magic that relies on the power of the demon world.

↑Grandevina

ARCH MAGE

A magician who has acquired great magical powers by directly absorbing the powers of the spirits that control the natural world. His abilities are so great that he can combine the powers of the spirits within his own body and synthesize powerful, destructive magic. In effect, he can be said to have the ability to freely control nature.

GRAND DIVINA

After repeated training, he is a magician who has acquired the ability to maximize his own magical power. He can use all the magic he has learned as freely as his own hands and feet, and can crush any enemy. Furthermore, as a result of his intense training, he has the ability to activate two different types of magic at the same time.

アンジェラ

She is the daughter of the Queen of Reason and possesses great magical power, but her skills as a magician are still immature. In the beginning, she can only use low-level magic. However, she is highly intelligent and has the potential to become a great magician one day. However, she is weak in physical strength and cannot hope for strong attacks with weapons. She fights while covering up her weaknesses with a staff that exerts additional effects.

■class that can be changed

CLASS1	CLASS2	CLASS3
magician	・Sorceress	・Grandevina
		・Arch Mage
	・Delver・	rune master
		-Magus

darkness **DARKNESS**

DELVER

Delver

She has gained enough ability to become a full-fledged magician. However, rather than mastering magic, her goal is to fully test the power of the magic she has learned. Because of this, she often uses her powers in the wrong way. She has also gained the power of the demon world and is able to control dark magic.

↑Dragon Rod

RUNE MASTER

A magician who is fascinated by powerful magical powers, especially the dark side, and continues to pursue that power. He has no interest in directly attacking with magic, and takes the greatest joy in displaying his cruel powers, such as turning his opponents to stone, turning them into fire, or taking their life with a single blow.

MAGUS

A magician who has thoroughly studied not only all magical knowledge but also destructive power. Because of this, he is treated as a heretic by his fellow magicians. Through his research, he has even mastered ancient magic, and his ability to easily unleash the power of cataclysmic magic.

←Magus

MOTION ~Kevin's Battle~

真 daring

class CLASS

A fighter is someone who continues to pursue strength using only their own body. Those who believe that the source of strength lies in the mind and have trained their mind join the side of light. Those who believe that pure power is everything and seek absolute power join the side of darkness. Darkness has greater offensive power, but light, which relies on the mind, can use healing magic.

■class that can be changed

CLASS1	CLASS2	CLASS3
Grappler	・Monk・	-God Hand
		-Warrior Monk
	・Bashkar・	・Dervish
		-Death Hand

→Spiral Claw

↑ God Hand

light **SHINING**

Monk MONK

A martial artist who has trained hard, believing that a pure heart is the key to strength. Rather than relying solely on strength, he places importance on mental training, which is evident in his fighting style, which does not favor bloodshed. He also possesses high mental strength, and is able to use healing magic.

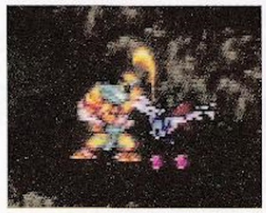
WARRIOR MONK

A fighter who has trained his mental strength to the limit. Not only can he use recovery magic on par with a monk, he has also mastered his own unique magic. He can cast a spell on his fist that absorbs MP, allowing him to recover MP while attacking the enemy.

GOD HAND

He is the ultimate fighter, having mastered the mind, technique, and body. His body, which has been raised to the limit of his spirit, has reached the point where his fists emit holy energy. His holy power has also dramatically increased his combat ability. He can also use higher-level healing and attack magic than a monk.

His speed is remarkable, as he was based in the deep forests. He was thoroughly trained by his father, the Beast King, and inherited his high physical strength. On the other hand, his strength is surprisingly low, so in the early adventures he is suited to fighting that makes the most of his agility. If he can improve his strength through more battles, he should be able to become an invincible fighter.



darkness **DARKNESS**

↑ Skull Disect

BASHKAR

A fighter who believes that absolute power comes from a well-trained body. In battle, he takes on any opponent with a merciless attitude. Also, since he does not rely on his mind, he cannot use any healing magic. However, his attack power is extremely high.

DERVISH

A fighter who has trained solely to gain power and has discovered the true essence of fighting. He has undergone particularly ascetic training, never showing his emotions. As a result, he has acquired the magic to absorb HP into his fists, allowing him to heal himself by the amount of damage he has inflicted on his enemies.

DEATH HAND

A fighter who will stop at nothing to obtain great power. His ruthless battles have left him with an evil heart. He is the polar opposite of a God Hand. He has come to use magic to further increase his already-existent offensive power.

↑Death Hand

MOTION ~Battle of Charlotte~

finē

Yo

Charlotte is the granddaughter of a priest of light and has fairy blood in her veins, giving her an exceptionally high spirit. Furthermore, he is able to use healing magic from the beginning, so it can be said that he has all the qualities to become an excellent priest. His strength and stamina are average, but his speed is noticeably low, which is a flaw. He is equipped with a flail, a weapon favored by priests, and fights energetically.

class CLASS

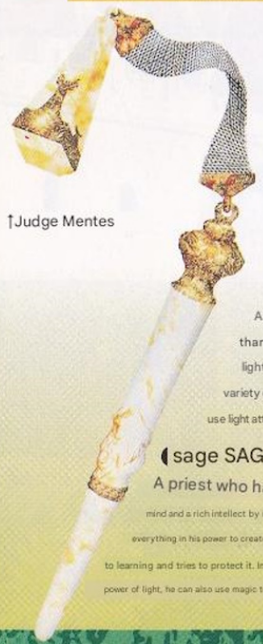
In the case of Charlotte, a priest, the difference between light and darkness is most clearly seen. On the side of light, she can protect life and ward off the power of darkness. On the other hand, on the side of darkness, she controls death and can summon evil beings such as demons and immortality.

←Juggernaut

■class that can be changed

CLASS1	CLASS2	CLASS3
cleric	・Priestess	・Bishop
		sage
	Enchantress Sue	Necromancer
		・Evil Shaman

light **SHINING**



↑Judge Mentes

→Bishop

PRIESTESS

A clergyman who is a higher rank than a cleric. As a class on the side of light, he benefits from the power of light and can use a wider variety of magic. In particular, his greatest feature is that he can use light attack magic and magic that restores the HP of all allies.

sage SAGE

A priest who has developed a calm mind and a rich intellect by improving his spirituality. He does everything in his power to create an environment that is conducive to learning and tries to protect it. In addition to healing magic using the power of light, he can also use magic to add the power of nature to weapons.

BISHOP

Bishop

A priest of the highest rank who has chosen the side of light. He is truly a "spokesman for the sacred" and is able to use almost all light magic. On the other hand, he is also a fearsome figure for those of evil, and with his holy power, he can even destroy immortal monsters.

darkness **DARKNESS**

ENCHANTRESS

A dark priest who worships an evil god. A sorcerer who can breathe a temporary soul into the lifeless. As he was once a priest, he can use some healing magic, but he has already strayed from the path of faith. He is a master of dark magic and strikes fear into his opponents with his evil powers.

Necromancer NECRO MANCER

A dark priest who governs death. In the course of his research into reviving the dead, he went astray. He is devoted to acts that violate life. Although he can still use healing magic, he is primarily skilled in dark magic and summoning immortal monsters.

←Evil Shaman

EVIL SHAMAN

A demon priest who has pursued the power of darkness to the limit. He swore loyalty to the evil god and believes in devoting everything to that power. In exchange, he can freely borrow the powers of the inhabitants of the demon world. He is skilled in dark magic, demon summoning, and the demon press he exhales is astounding.

MOTION ~Hawkeye's Battle~

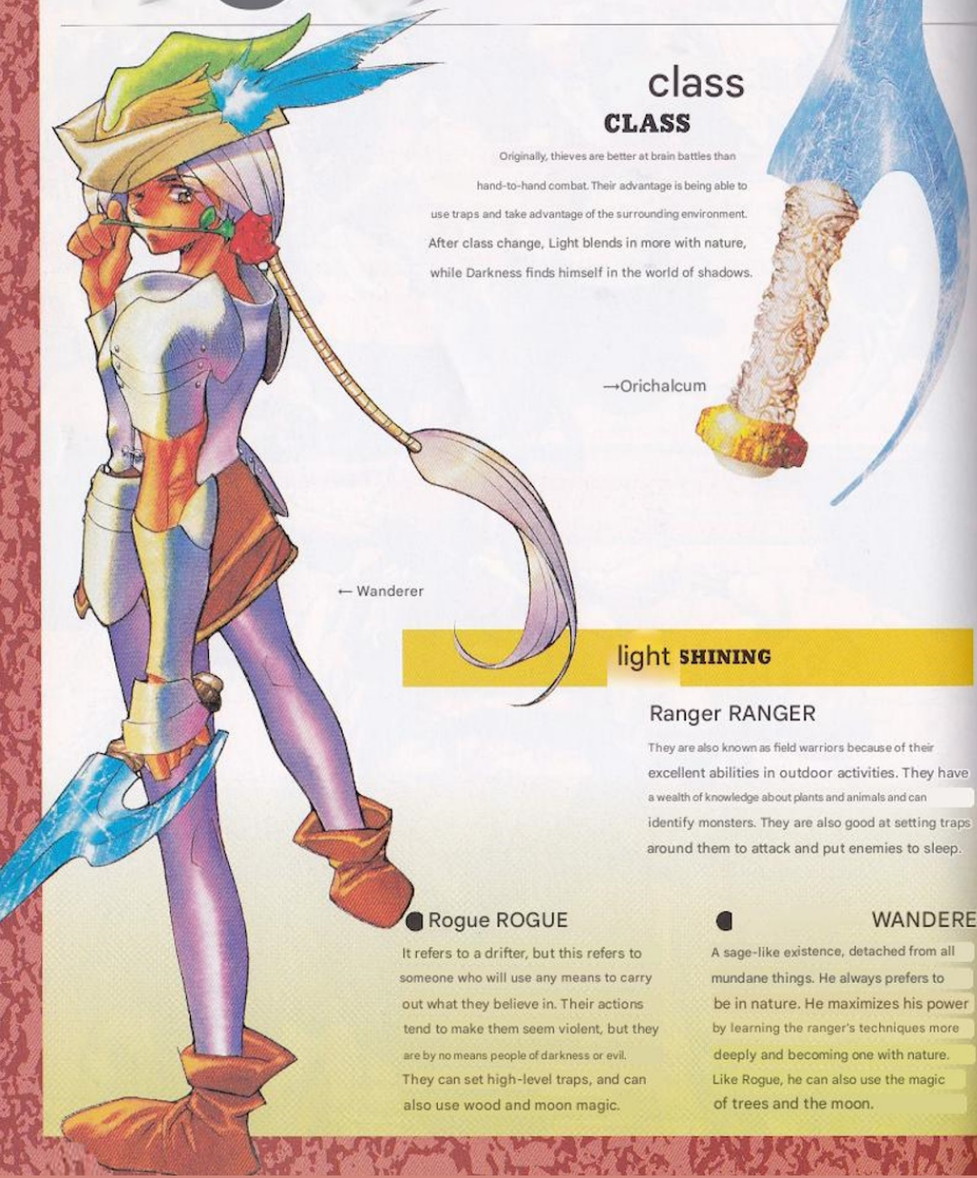
Agile

Hawkeye, who has been active as a member of a band of thieves since childhood, prides himself on his agility. In combat, he excels at quick attacks that make the most of his agility. His weapons are also typical of a thief, as he is equipped with a relatively light dagger and slashes with a dancing dual-sword style. Another characteristic is that his high luck is displayed in areas outside of combat, such as disarming traps.

class

CLASS

Originally, thieves are better at brain battles than hand-to-hand combat. Their advantage is being able to use traps and take advantage of the surrounding environment. After class change, Light blends in more with nature, while Darkness finds himself in the world of shadows.



→Orichalcum

← Wanderer

light SHINING

Ranger RANGER

They are also known as field warriors because of their excellent abilities in outdoor activities. They have a wealth of knowledge about plants and animals and can identify monsters. They are also good at setting traps around them to attack and put enemies to sleep.

Rogue ROGUE

It refers to a drifter, but this refers to someone who will use any means to carry out what they believe in. Their actions tend to make them seem violent, but they are by no means people of darkness or evil. They can set high-level traps, and can also use wood and moon magic.

WANDERER

A sage-like existence, detached from all mundane things. He always prefers to be in nature. He maximizes his power by learning the ranger's techniques more deeply and becoming one with nature. Like Rogue, he can also use the magic of trees and the moon.

class that can be changed

CLASS1	CLASS2	CLASS3
Thief	-Ranger	・Wanderer
		・Rogue
	・Ninja・	・ninja master
		-Night Blade

←Deathstroke

↑Night Blade

darkness DARKNESS

NINJA

A ninja who lives in the world of shadows. He is skilled at suppressing his presence and approaching his enemies silently. He is also skilled at using the power of nature, and can use ninjutsu based on the elements of earth, water, fire, and wind. He also prefers to use special weapons such as shuriken.

NINJA MASTER

A title of honor given to those who have mastered the way of the ninja. They can use all kinds of ninjutsu, from firing shuriken wildly to hiding in the shadows. Of course, they are good at earth and water, but they are also good at fire and wind elemental attacks, and can attack over a wide area. Their strength is their ability to freely control the world of shadows.

NIGHT BLADE

A resident of a world of complete shadow, he has no connection to light. He always lives for a one-hit kill, suppressing his own emotions in order to achieve his goals. He is the ultimate assassin, ruthless and cruel to bring down his opponents with certainty. He is not picky about the means of attack, and is skilled in poison mist and needles.

MOTION ~Battle of Leith~

flowing elegance

Reese's strength is that she can freely use her spear, making full use of thrusts and sweeping attacks, and can handle any situation, from close combat to long-distance combat. As the leader of the Amazons fighting group, she is also characterized by her high average abilities. Conversely, she does not have any outstanding characteristics. Instead, her fighting ability, which allows her to face any opponent, is attractive.

class CLASS

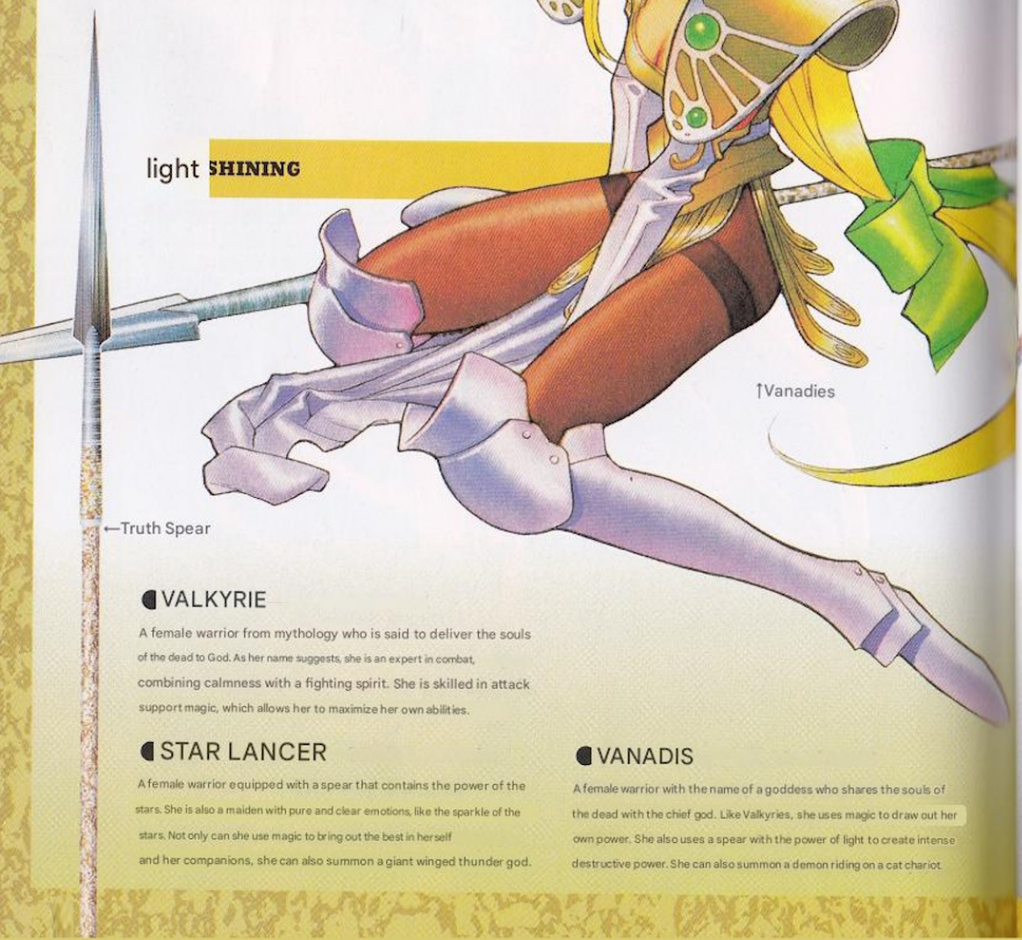
Amazoness is the best class for combat. Depending on the class change, the magic you can use will vary greatly. Light increases your abilities and those of your allies, while Dark decreases the abilities of your enemies. Furthermore, at class 3, you can use both light and dark summoning magic.

class that can be changed

CLASS1	CLASS2	CLASS3
Amazoness	・Valkyrie	-Vanadies
	-Rune Maiden	・Star Lancer
	-Dragon Master	・Fenrir Night

light SHINING

darkness DARKNESS



←Truth Spear

↑Vanadies

↑Giant Spear

RUNE MAIDEN
rune maiden

A devout female warrior who has dedicated herself to the God of War. In order to maximize her own combat abilities, she stubbornly maintains her chastity. She greatly weakens her enemies' abilities. She is skilled in magic, and can weaken her enemies before finishing them off with certainty. She values absolute victory above all else.

VALKYRIE

A female warrior from mythology who is said to deliver the souls of the dead to God. As her name suggests, she is an expert in combat, combining calmness with a fighting spirit. She is skilled in attack support magic, which allows her to maximize her own abilities.

STAR LANCER

A female warrior equipped with a spear that contains the power of the stars. She is also a maiden with pure and clear emotions, like the sparkle of the stars. Not only can she use magic to bring out the best in herself and her companions, she can also summon a giant winged thunder god.

VANADIS

A female warrior with the name of a goddess who shares the souls of the dead with the chief god. Like Valkyries, she uses magic to draw out her own power. She also uses a spear with the power of light to create intense destructive power. She can also summon a demon riding on a cat chariot.

DRAGON MASTER

A woman warrior who makes dragons, monsters of great power, her servants. By continuing to fight alongside dragons, she naturally acquired their powers. The magic she can use is the same as that of a Rune Maiden, but the big difference is that she can summon dragons.

Fenrir Knight FENRIR KNIGHT

A female warrior with the name of a legendary demonic beast that is said to swallow even gods. Not only does she have great offensive power, but she also has the strongest magic. She can weaken the abilities of any enemy and crush them. She can also summon demonic beasts.

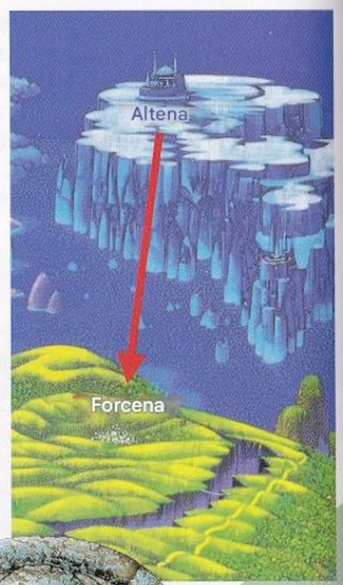
↑Fenrir Night

Six countries interwoven

power map

between nations

This diagram illustrates the invasion by the three major powers that began on the continent of Fa-Zard. It also clarifies the various circumstances surrounding the relationships, status, and locations of the six major nations.



The three powers that began their conquest of the continent

The large outer triangle is made up of the invading nations known as powerful nations. Currently, the conditions within each of these nations are not good. Problems with temperature and water sources, which are closely related to daily life, are beginning to arise in Altena and Navarre, forcing people to move. Meanwhile, the Beast Kingdom has begun moving towards its plan since its founding: to conquer the continent with beastmen.

beast kingdom **invasion** Wendell

Revenge against humanity was beginning

The Beast Kingdom's invasion is a revenge against the humans who have persecuted the beastmen. To get back at the humans, the Beast King chose Wendel, the holy city that serves as a spiritual support for the humans, as his target of invasion.

Seeking a warmer land,

heading to the grassy plateau

In the frigid city of Altena, the Queen of Law's warm climate is nearing its limit due to a decline in mana energy. In order to release the mana stones of each country and obtain energy, they begin by targeting Forsena.

Altena **invasion** Forcena

powerful country

This refers to a country that uses its powerful military to invade other countries. In particular, the Sand Fortress of Navarre and the Beast Kingdom have highly skilled warriors.

neutral country

The strongest combat army aims for the best fortress

The water shortage in the fortress that served as Navarre's base became serious, so they planned to move to a land with abundant water. Furthermore, they plotted to turn it into a kingdom, and set their sights on the famously impregnable ローラン Castle of Roth, which they attacked and captured.

Roland

invasion Navarre

The trigger for starting a journey

presence of characters

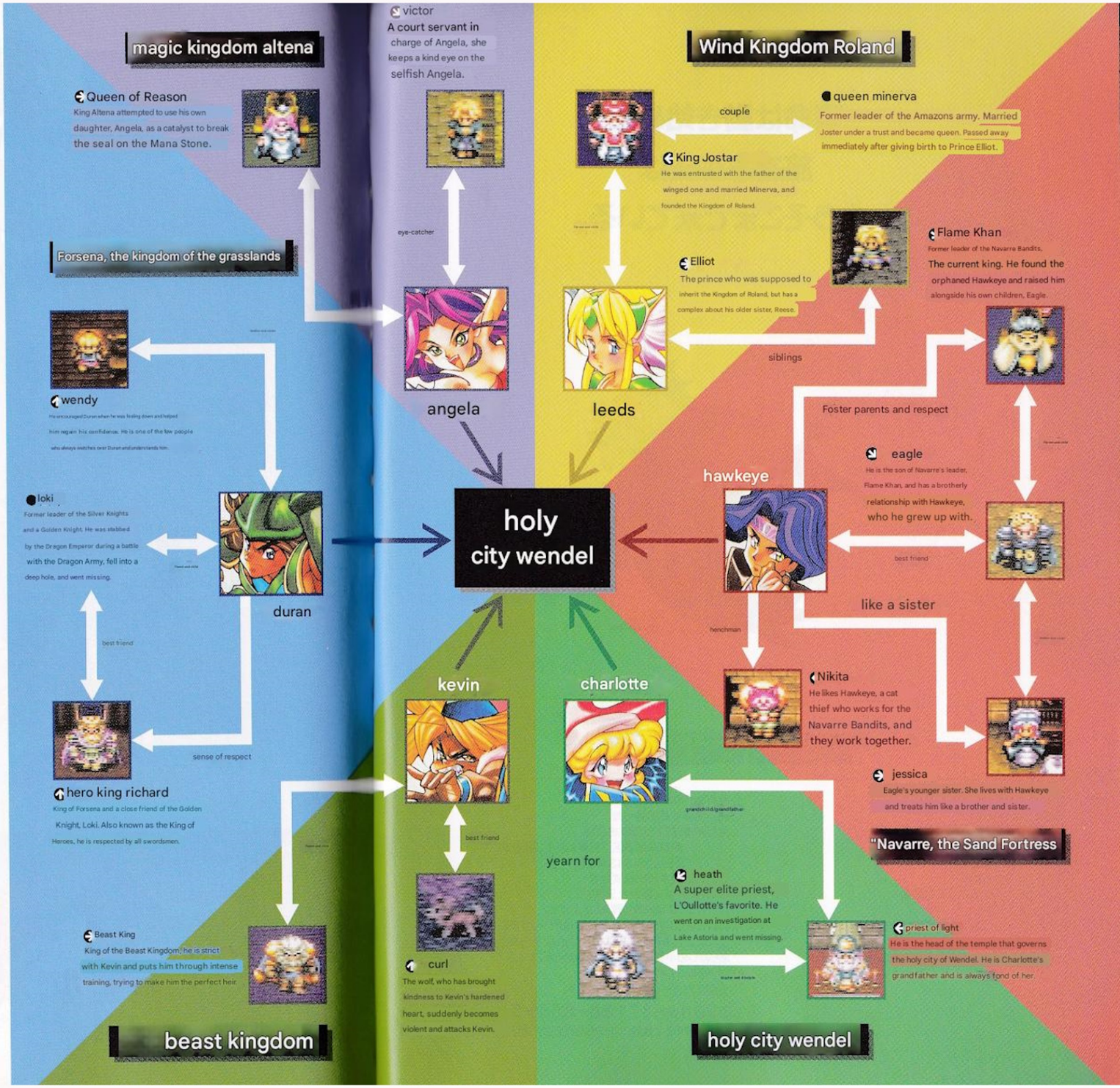
Sub-character relationship

diagram

Characters who are closely involved in the protagonist's adventure. Their respective positions and relationships with the protagonist are illustrated in an easy-to-understand diagram.

The protagonist's relationships change as the war unfolds

Signs of war are rising across the continent of Fa-Zard. Three kings are driven to invade, upsetting the balance between nations. One protagonist flees his country due to a change in his family's king, while another protagonist sets out on a journey to find a certain person after an incident in his own country. As if guided by fate, they all head to the same place: the holy city of Wendel.


magic kingdom altena
Queen of Reason
King Altena attempted to use his own daughter, Angela, as a catalyst to break the seal on the Mana Stone.
victor
A court servant in charge of Angela, she keeps a kind eye on the selfish Angela.
Wind Kingdom Roland
queen minerva
Former leader of the Amazons army. Married Joster under a trust and became queen. Passed away immediately after giving birth to Prince Elliot.
couple
King Jostar
He was entrusted with the father of the winged one and married Minerva, and founded the Kingdom of Roland.
eye-catcher
Forsena, the kingdom of the grasslands
Elliot
The prince who was supposed to inherit the Kingdom of Roland, but has a complex about his older sister, Reese.
Flame Khan
Former leader of the Navarre Bandits. The current king. He found the orphaned Hawkeye and raised him alongside his own children, Eagle.
siblings
wendy
He encouraged Duran when he was feeling down and helped him regain his confidence. He is one of the few people who always watches over Duran and understands him.
angela
leeds
Foster parents and respect
eagle
He is the son of Navarre's leader, Flame Khan, and has a brotherly relationship with Hawkeye, who he grew up with.
hawkeye
loki
Former leader of the Silver Knights and a Golden Knight. He was stabbed by the Dragon Emperor during a battle with the Dragon Army, fell into a deep hole, and went missing.
holy city wendel
duran
best friend
like a sister
henchman
Nikita
He likes Hawkeye, a cat thief who works for the Navarre Bandits, and they work together.
kevin
charlotte
jessica
Eagle's younger sister. She lives with Hawkeye and treats him like a brother and sister.
sense of respect
hero king richard
King of Forsena and a close friend of the Golden Knight, Loki. Also known as the King of Heroes, he is respected by all swordsmen.
best friend
grandchild/grandfather
"Navarre, the Sand Fortress
yearn for
heath
A super elite priest, L'Oullotte's favorite. He went on an investigation at Lake Astoria and went missing.
Beast King
King of the Beast Kingdom, he is strict with Kevin and puts him through intense training, trying to make him the perfect heir.
curl
The wolf, who has brought kindness to Kevin's hardened heart, suddenly becomes violent and attacks Kevin.
priest of light
He is the head of the temple that governs the holy city of Wendel. He is Charlotte's grandfather and is always fond of her.
beast kingdom
holy city wendel

SQUARESOFT

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